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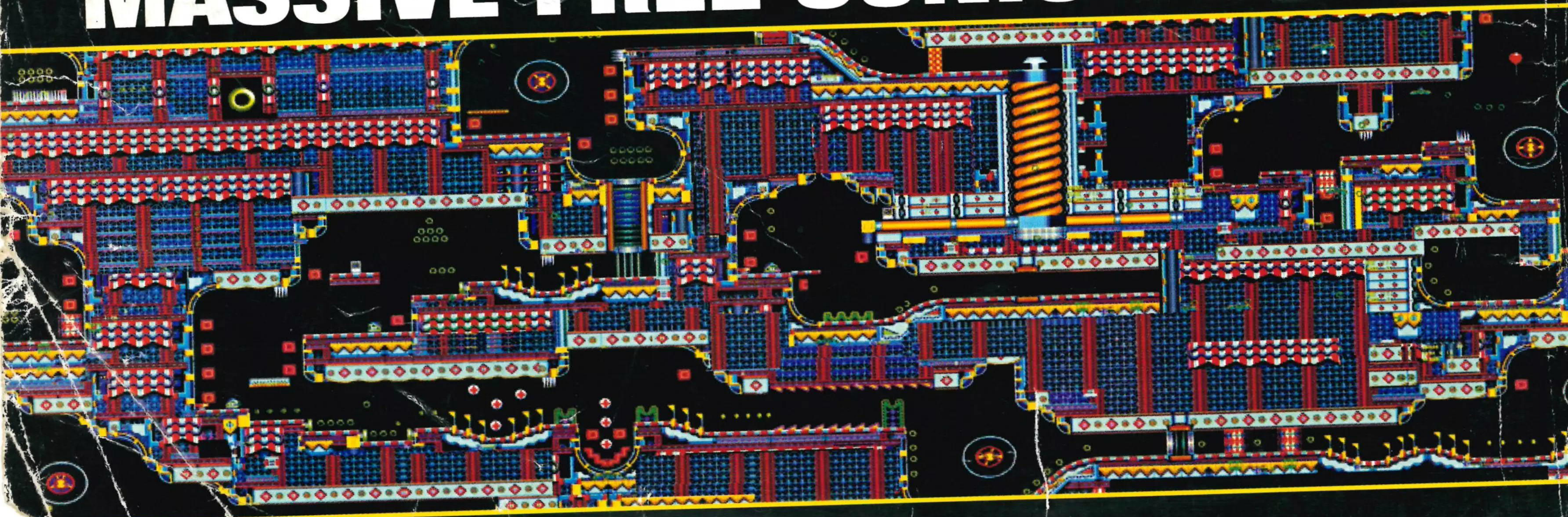
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From the makers of SEGA XS – SEGAPRO, MEGA POWER, NINTENDO SUPER GAMER and PC POWER.

Last word: God bless ya Guy!

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The winners of the *More Mortal Mayhem* compo are Christopher Jarmen from Romford, Craig Flood from Barnet, D Bianch from Bournemouth. Chris Denman from ST Neots, Francis Lealey from Angmering, David Pickering from Tunbridge Wells, Robin Charman from Dunsfold, Hanal Patel from London, Keith Last from Halesworth and Bhrya Mahmood from London. All ten of you win the Authorised Mortal Kombat Fighter's Kompanion. Expect them to be winging their way to you soon!

The winners of the Virgin Books compo are Owen Parry from Glouchester, Peter Normon from St Leonards on Sea, Darren Richardson from Belfast, Mrs G Harris from Birmingham, Leon Widdows from Hornchingsham, James Kew from Horbury, Antony Cunningham from Aldcliffe, Lucy Denman from Norwich, Richard Davies from Tredegar and Bruce Hayles from Havant. Each of you lucky people win the *Sonic* book pack, containing *The Official Sega Mega Drive Power Tips Book 2* and two *Sonic* novels. Happy reading folks!

The winners of the *Diamonds Aren't Forever* compo are Julian White from Essex, Robin Charman from Dunsford, Roger Williams from Padstow, Tim Lowman from Norwich, Verona La Mattina from Manchester, Mark Roader from Crayford, Ben Larkin from Shenfield, Rhys Jones from Dyfed, Robot Duckworth (are you sure?) from Burnley, Dean Rowan from Chesterfield, Jason Acklan from Worthing, Niall Igoe from Dundalk, Andrew Teare from Goveners Hill, Vincent Griffiths from Canton, Philip Reynolds from Barkingside, Peter Walsh from Gillingham, K Slater from Walsall, R D Hammond from Hatherley, Keith Last from Halesworth and Kris Duggan from Castleford. All are winners of the *Power Play* video. Get ready to take the Curley Challenge!

COMPETITION WINNERS

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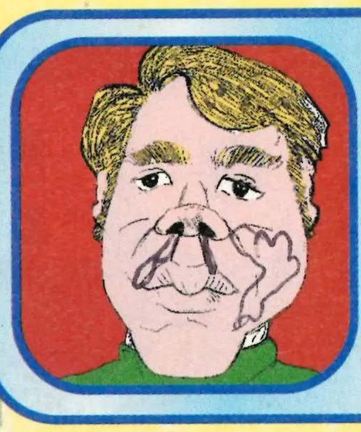
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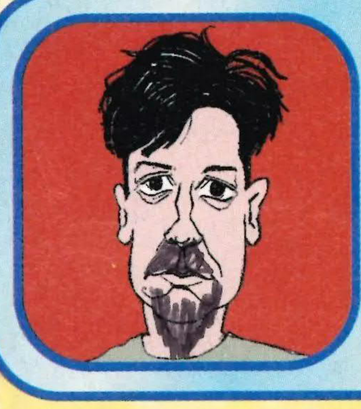
CHRIS MARKE

Chris claims to be amazed by the games playing ability of the loyal XS crew. Now, if only he can muster a bit more sincerity, perhaps they'll believe him. Always fond of a good footballing cliche, his current favourite's "Frankly I'm as sick as the proverbial parrot!" Everyone else just smiles and shakes their heads sadly...



JASON McEACHRAN

Despite his inflated wages Jason's Scottish ancestry comes to the fore in any discussion concerning money, just ask his other half after she introduced his car to a wall. His motto's "If you've got it flaunt it!', after being mistaken for a member of Duran Duran by some groupies camping outside his B & B, after a recent concert in Bournemouth.



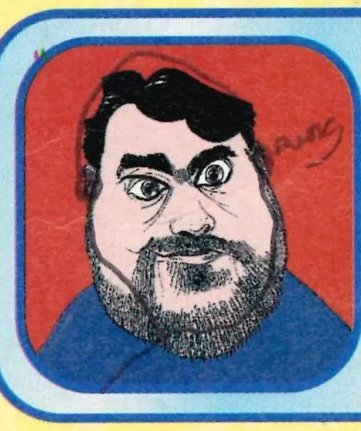
RICHARD FORSYTH

"Drink all night, drink all day," is Richard's motto. The eternal student lives a life of drunken debauchery, punctuated by bouts of cold turkey sweating over the *Dinobasher* cart. What else? Oh yeah, Richard's other motto is "If it's in a bottle I'll drink it," which could explain the loss of the small sample bottle Neil filled for his Doctor!



MARK PILKINGTON

Our resident whippersnappers mapping speed is legendary, unfortunately so is his tendency to lose the maps once he's completed them! Mark's motto's "Find me a girlie and I'll go out with her." His current preference is for feisty foreign girls and he dreams of being swept off his feet before his eighteenth birthday. Bless him!



NEIL ARMSTRONG

Suffering from mystery ailments, Neil's battled bravely to do his bit for this issue in between regular check-ups. Being a big, tough-talking Geordie, Neil scorns mottos in favour of the short, yet sweet, statement "I've already done that!" One more thing — if you ever meet Neil ask him what he likes to do when impersonating James Brown!

GAME

Many thanks to Chris and Neil at GAME in Bournemouth, for all the games this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.

MIX IT WITH MEGA!

We all know SEGA XS readers are the best games players in the world, but, until now, you've never had the chance to prove it. Well worry no more! A new club's coming to a venue near you soon, giving you the chance to prove your games playing superiority. For the low down on all the forthcoming action read on...

The chance has arisen to play *John Madden*, *NHL Hockey*, *FIFA Soccer* and many more games in serious competition. The Mega Sports Club's all about setting up leagues and knockout cups.

National and local competitions will be held throughout the country in 1994, with prize money and trophies for all winners. There's local clubs in most towns and cities, with matches being played from approx. 7-10.30 PM weekdays and some weekends. Nationals will be over a full weekend and take place at hotel venues. For details, check out the Mega Sports Club's Ad in this issue or Tel 051 424 0659.

SEGA XS

EDITORIAL

Times they are a changing. This issue of SEGA XS has seen some radical alterations in personnel. To be frank, the saloon doors of change have been swinging hard recently. So hard in fact that it's been pretty damn tough keeping track of all the comings and goings!

Thankfully, the smoke's now well and truly settled. Yes, the SEGA XS team's been reborn; ever ready to do battle with even the most frustrating of carts. This is a team of dedicated gamers, each born with a silver joy pad clutched in their sweaty palms!

No monster's too tough, no platform's too high and no cart's too tricky for these intrepid young blades. They're quite prepared to work through the night (they've no choice really!) to bring you the biggest and the best in Sega solutions.

To prove their dedication the team have kicked off this issue with a tremendous exclusive. We bring you the definitive guide to the latest adventures of Sega's biggest megastar —the one, the only *Sonic The Hedgehog*! Yep, we've produced the complete solution to *Sonic 3* — not bad eh?

It's the biggest solution ever produced in SEGA XS and probably in any other magazine. *Sonic 3* covers 41 pulsating pages. Every level mapped, every problem solved and every enemy eliminated.

If you compare our in-depth *Sonic 3* solution, and the cost of SEGA XS, with the standard of the many poor quality solution books coming out at outrageous prices, it's clear our readers got a bit of a bargain.

I think you guys know the value for money we're offering, so why not let everyone know SEGA XS has the only *Sonic 3* solution worth getting — you know it makes sense!

Who's who?

As you may have guessed the SEGA XS crew's had a bit of a facelift. Fond farewells go to former head boy Damian Butt, designer Andy McDermott, his able assistant Carolyn Ratcliffe and staffer Jon Eves. All off to pastures new and we wish them well.

Two of the old hands remain. Well, we couldn't get rid of them and they had no where else to go. Mark Pilkington's still the youngest member of the team, but a brilliant solution solver (thanks for the fiver Mark!) and all round good egg nonetheless. Richard Forsyth completes the remnants of the old guard. Allegedly, he's been known to spend his nights in the company of not one but two innocent, young women. As yet, he's the soul of discretion! Enquiring minds need to know Richard.

Finally, these are the new boys — full of fresh ideas and evangelical fervour. First up is my good self; Chris Marke, the new editor, bravely taking on a task that seems to get ever bigger and more daunting.

Let's just say compiling a solutions based magazine like SEGA XS is one of the toughest jobs in the industry. Remember, these are complete solutions to even the trickiest of games. There's no short cuts or half-measures in SEGA XS. All the games are played right to the bitter end, with the emphasis on finding hidden extras you guys may have missed. We know you wouldn't accept anything less from us.

After that brief aside, here's a mention for our other new, bright young things— Jason McEachran's the new designer, brought to SEGA XS at great expense. The only problem's the expense is all his, or so he keeps telling us. Don't worry Jason, it's important to find somewhere nice to live, even if it does set you back your first year's wages!

Our other precious acquisition comes in the big, bad form of a certain Neil Armstrong. Sharp-eyed readers among you may have noticed Neil's name in the last issue. Credited as a contributor then, he arrived just too late to receive the recognition he believes he deserves!

Simply the best

Whatever else happens I guarantee some things will never change. We intend to maintain the high standards of quality, integrity and presentation that you, our loyal readers, expect from Britain's only complete Sega player's guide. Heck, let's not hide our light under a bushel, we intend to make SEGA XS bigger and better than ever!

It's not going to be easy, but even the best can be improved. Our comprehensive solutions, including all the latest cheats, passwords and codes, will always be second to none. We'll continue to back this up with the most in-depth reviews you'll find in any Sega magazine.

Instead of printing reviews of unfinished games, we concentrate on the facts. We're bringing you our opinions on a selection of games released in the past two months. They may have already been reviewed in other magazines, but, unlike others, our reviewers complete every game they play. This means you get the best assessment of the cart possible.

We believe you can see through the trendy percentage gimmicks used by other magazines, often hiding a lack of depth in their reviews. We cut out the bull, giving it to you straight.

Every game is treated fairly, it's up to you to decide whether to accept the reviewers opinions or not. Our trusty reviewers pledge to check out every nook and cranny a game throws at them, the rest's up to you.

There's going to be plenty of surprises in store in '94. SEGA XS is always evolving and always changing. We all hope you'll come along for the ride. Expect great things, you won't be disappointed!

There's going to be no rest for the wicked and certainly not for the XS crew. It's a dirty job but someone's got to do it!

Until next time.
Chris Marke

BUBBA 'N' STIX





Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.

SEGA MEGA DRIVE

CORE DESIGN LIMITED

Core Design Ltd. Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511

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ETERNALLY YOURS!

Virgin Publishing has released the essential companion to the latest and hailed by many as the greatest of one to one beat-'em-ups.

Ranking with all-time classics such as *Street fighter 2* and *Mortal Kombat*, *Eternal Champions* is a 24 meg game; yes, you heard me, a 24 meg festival of non-stop skull-cracking action! It also achieved the outstanding honour of an XS Recommended Review in this very issue.

It's crammed with characters, each with their own special variety of moves in attack and defence. These guys will leave you gasping with the speed and accuracy of their assaults!

As all beat-'em-up lovers know, the humiliation of defeat is often too much to bear. When testosterone levels are high, being a loser in a game like *Eternal Champions* is the ultimate blow to any flowering ego.

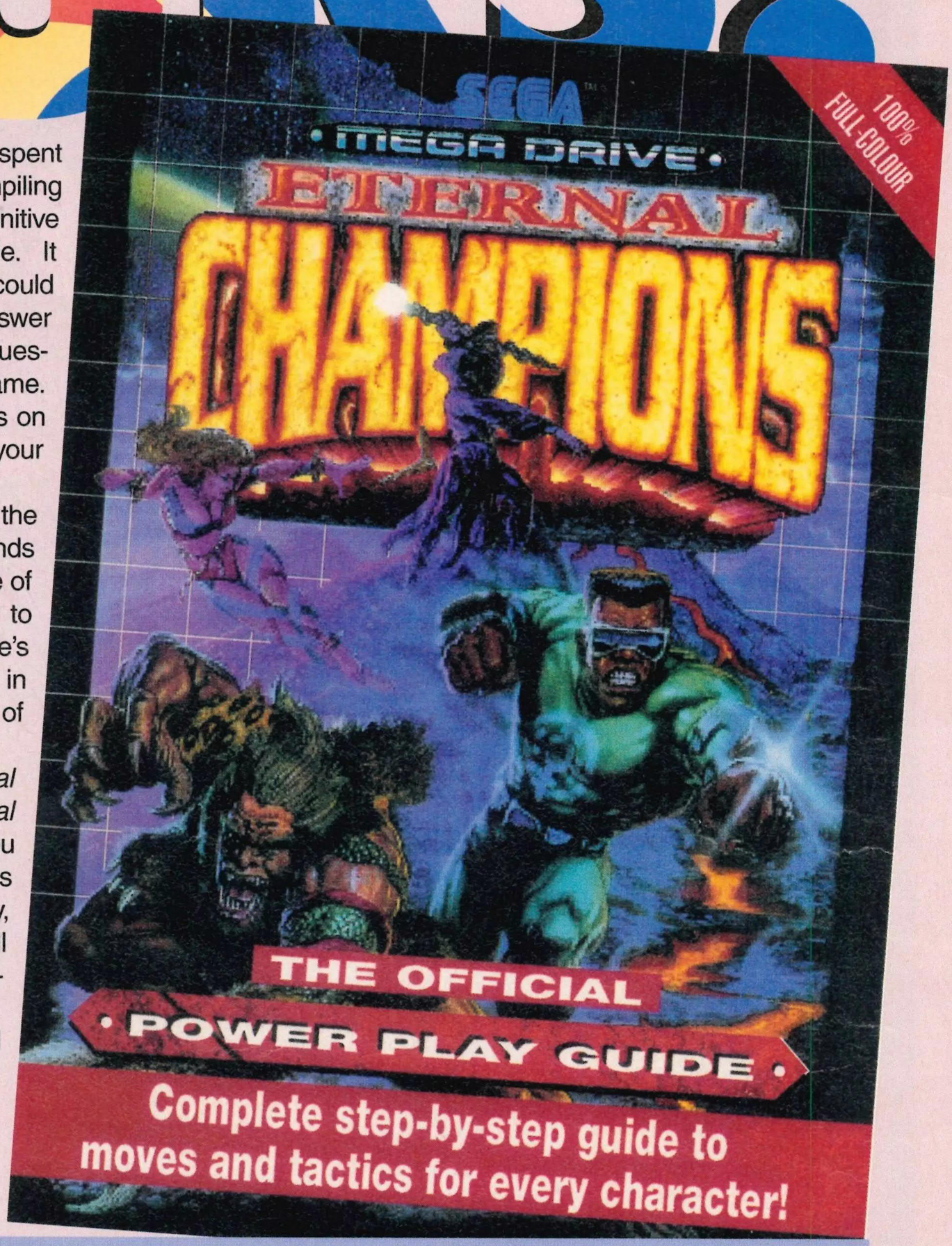
There's no longer any need to curl up in a corner, scowling like a wounded animal, when your character's slaughtered by your little sister. We can provide you with the perfect solution.

Hardened games-pro's spent their days and nights compiling Virgin Publishing's definitive *Eternal Champions* guide. It has a RRP of £7.99 and could be yours for free, if you answer three amazingly simple questions relating to the game. There's 20 cracking guides on offer, so don't delay, get your entry in now!

Eternal Champions is just the sort of game that demands experience and knowledge of the characters abilities to succeed. A proper guide's an essential companion in the complex strategy of fighting for your life.

Remember, the *Eternal Champions: The Official Power Play Guide* lets you do some serious head'bustin, so, don't delay, hurry up and send in all your entries. You'll be eternally grateful!

Once you've completed the outrageously easy competition, make sure your coupons returned to the usual address no later than 20 May.



THE QUESTIONS

1 Who's the hairy brute character in *Eternal Champions*?
A: Slash
B: Neil Armstrong
C: Bungle Bear

2 Who's the big boss man at Virgin, who also owns an airline?
A: Terry Wogan
B: Richard Branson
C: Mr Blobby

3 Which of the following is one of Blades special moves?
A: The armpit tickle
B: The flying banana split nudge
C: Wild fury attack

WHO'S A CHAMPION VIRGIN?

1 A ☐ B ☐ C ☐ 2 A ☐ B ☑ C ☐ 3 A ☐ B ☐ C ☑

Tick the appropriate boxes on this coupon and send it to *Who's a Champion Virgin* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Name.....
Age.....
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The console I own is.....
Please print a solution for.....
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SONIC 3

Sonic has made yet another triumphant, high-profile return to the Mega Drive and, as always, we're here to bring you the exclusive solution. No one believed that a complete solution to *Sonic 3* could be fitted into one issue of SEGA XS, but we've silenced the doubters with this fabulous 40 page extravaganza! The trials and tribulations of the Floating Island have been smashed. No more will the epic adventures of Sonic and his trusty sidekick Tails spread frustration among SEGA XS readers. All the fiendish tricks of Dr Robotnik and his unwitting ally Knuckles have been solved. It's all laid out for you over the next 40 pages of glorious Technicolour!

ANGEL ISLAND

Welcome to the wonderful world of *Sonic 3.* This, the first level, is little more than a taster for the tough tasks ahead. Prepare to face stages so immense they seem to never end, a whole new set of evil Badniks, and more perilous platforms than you can shake a stick at!



As all Sonic-fanatics know, collect 100 rings and an extra life is yours! A good incentive to grab every ring going.

Bloomin" hell, it's the Bloominator! Remember, if you get hit by this, or any, Badnik, try and grab some rings back as they cascade across the screen.

SPECIAL STAGE



To get to this giant golden ring, and the special stage, spin-blast through the rock located to the right.

Level 1-1

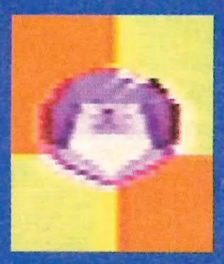
In these early stages the onus is on you to collect as many extra lives as possible. It makes sense to accumulate some reserves before the later stages — after all nobody could claim these early stages are difficult!
The main problem here's avoiding the flaming pits caused by a typical piece of Robotnik skulduggery. Who else but Sonic's arch-nemesis would set fire to the Rain Forests? He's obviously not heard of global warming. Anyway, enough politics, just keep running and give the old meanie a good kicking at the end of the stage!

Don't run into these bumpers as they send you flying back the way you came! More often than not, this will be into the path of an awaiting Badnik.

Grab onto the death-slide's handle and zoom down the rope, collecting loads of precious rings as you go.

Level 1-2

SPECIAL ZONE



Use the spring located at the bottom of this room to catapult Sonic into the Special Stage.

The going may be hot, but this is one hedgehog who's too cool to trot. Jump over this ditch and into the heart of the burning forest. Sonic's pace is always an asset in any sticky situation.



1-UP



This is the first extra life in Sonic 3. Throughout the game there are plenty to collect and you need them!

1-UP

WAY-HEY! Run at full pelt into this loop the loop and witness one of the most famous moves in video-gaming history! It's also a must to collect 100 rings

Restart points like this one come in useful if you die, so always activate them as Sonic flies by.

Spikes are an occupational hazard for Sonic, so gauge your leaps before jumping them. This saves you from the heart-breaking sight of all your rings going to waste.

Push aside the rock located on the top of this grass platform and jump onto the ledge underneath. Fall down and grab some pretty nifty power-ups. Go Sonic, go!

More rings to collect here, so what are you waiting for?

Get ready to dice with death and take on this nasty-looking device. A well timed jump's vital, otherwise it's curtains.

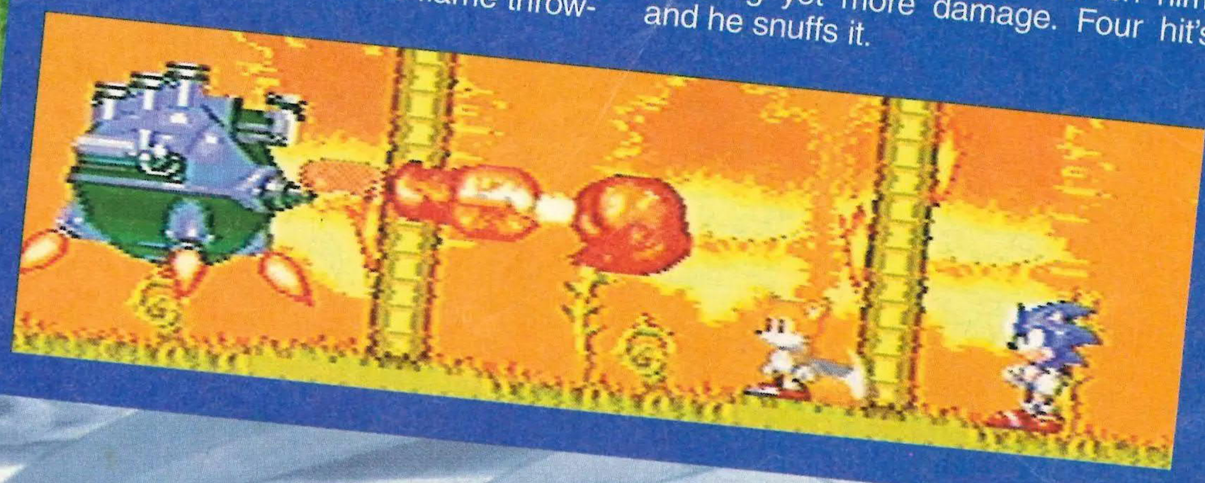
These rock-platforms disappear at timed intervals and can be a bit of a pain to contend with. However, perseverance always pays in the end. That, and a bit of good old-fashioned timing.

FLAME SHIELD



Jump over the Bloominator and grab this brilliant Flame Shield. It's enough to set Tails on fire!

The first of Robotnik's mega-guardians is the cause of the forest fire! This arsonist needs to be taught a good lesson and Sonic's just the man to do it! The robot hovers above Sonic, trying to get you into the path of it's flame thrower. You need to avoid this, but at the same time jump onto the one vulnerable part of the robot: his head. After you hit him, try to land back on him, inflicting yet more damage. Four hit's and he snuffs it.



SEGA XS SOLUTION

This level brings Sonic into contact with some really long tunnels. Prepare for the time of your life as Sonic hurtles along at breathtaking speeds, accumulating a huge pile of golden rings as he goes. Not bad work if you can get it!
Collect every ring on offer at this stage. Much like the power-ups, they're a lot easier to get at than on the later levels. So this is the best time to go for the magic 100 rings, which guarantees Sonic an extra life. It's also the chance to be 50 rings in credit, allowing you to activate a Starpost. Now enter the all-new Bonus Zone and grab goodies galore!

Level 2-1

SUPER RING



Well, ring-a-ding-a-dong! It's time for a lovely bonus of ten rings methinks... And why not?

FLAME SHIELD



Jump over some lethal-looking spikes and then skill-fully grab this handy-dandy flame shield.

This platform will continually rise and fall, so jump onto it when it reaches it's zenith.

After dealing with Mr. Catakiller, you can then charge down this platform collecting the rings as you go.

A hidden bouncy-bumper will, er, "bounce" you onto the platform above here.

The evil essence of Dr Robotnik has penetrated deep into the core of the Angel Island. This is your big chance to finally release the First Act from it's mortal torment and move on to bigger and better things.
Hydrocity looms, all you have to do is find Robotnik's guardian and destroy it's rotten soul. Pretty damn easy, eh? Well maybe it is at this stage, but don't get too cocky. As our massive maps show when you read on, Angel Island's merely the tip of the proverbial iceberg. You've been warned!

Level 2-2

LIGHTNING SHIELD



After you have activated this little gem, you will be able to do double-jumps! You're invincible! You're brilliant! You're Sonic!

1-UP



One extra life could be yours if you can reach this television box. Just beware of the sharp spikes!

LIGHTNING SHIELD



As Sonic's such a sparky fellow, he'd no doubt appreciate you grabbing this for him.

FLAME SHIELD



OK, let's turn up the heat on this thing, baby! Collect this power-up and become a living fireball!

Blast through the wall and zoom down this sliding tunnel. Can anyone see any light at the end of it?

Walk through the wall and jump onto this switch.

I expect this would be called a loop-the-loop-the-loop-the-loop, eh? A triple loop-the-loop awaits you here, so go at it full pelt!

Some cunningly placed spikes are, um, cunningly placed here. You should be able to avoid them if you use the hidden spring below to the right to reach the platform above.

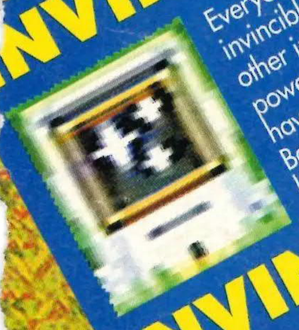
LIGHTNING SHIELD



If you're a bit of a bright spark, then you will no doubt want to get your rubber gloves on the lightning shield. (HA!)

Mr. Monkey Dude should be spiked to death before he can attack you, so get to it!

INVINCIBILITY



Everyone would like to be invincible at some point or other in there life, so grab this power-up! No longer do you have to live in fear of any Badniks and have sand kicked in your face!

This platform will collapse, sending you falling, but you will be bounced back by some bumpers. It's a strange world, is it not?

Watch out! Rhinobots about! If you jump over him when he's revving-up, chances are that you will avoid any confrontation with him.



HYDRO-CITY

Enter the space-age city of the future for some wild high-jinx. Watch out for the ever-growing posse of bad-tempered Badniks, all out to flay Sonic's hide! This is another of those *Sonic* acts designed for those among you who love watching our favourite hero struggle for breath in the under-water zones. This regions full of areas ideal for all kinds of water sports, ranging from deep pools to fast-flowing canals. A particular menace to look out for is the section in which a strong current drags Sonic towards a set of spikes, sharpened in anticipation of his arrival. Use the metal poles to overcome these deadly obstacles.

Level 1-1

Hey kids, look! A whole cluster of rings, just waiting to be grabbed. A handy addition to anybodies collection!

SUPER RING



Right from the start, jump up to grab ten lovely rings. It's like taking candy from a baby.

Jump onto this switch to open the door on the right.

SUPER RING



This power-up's worth ten rings. A bit of a bargain, even by today's inflated standards!

Fans like this one blow you higher in the air. Allowing you to reach otherwise impossible platforms.

Funny things happen, and here's a fine example — bounce into one of these bumpers and continue to be bashed between the two for ever. It's a good job Sonic's so hard-headed!

SUPER RING



Ten rings are yours if you break open this wonderful television set. It's as simple as that.

1-UP



Grab this handy 1-up. The best power-up in the game, courtesy of SEGA XS. Hurrah!

Sonic uses his upper-body stre
here to drag himself along the
veyor belt and grab a host of r

These loops flash by so fast, you barely have time to breathe, but on the way there's at least 30 gold rings, so it's nothing to scoff at.

Slide along here to enter ring heaven.

1-up



A 1-up awaits the brave who use the platforms to ascend to these lofty heights. It's also worth checking out the ten rings to the left of this point.

1-up

SUPER RING



Ten luvly-jubbly rings are yours to keep here. Go to the TV next to it to get the water shield. Ideal for bashing on some nasties head. Those guys deserve everything they get, so show no mercy!

WATER SHIELD

WHEEEEE! Zoom around this loop-the-loop and your well on the way to finishing this level.

SPECIAL



Walk through the wall and jump into this gigantic golden ring. Groovy!

ZONE

Just go with the flow. Don't resist these bumpers, they catapult you in the right direction to finish the level.

ngth
con-
ngs.

Make sure you control Sonic carefully, otherwise the spikes are going to puncture our plucky, blue friend.

POWER-UP KEY

Every man is created equal, except a man with a power-up that is! Where would you be without a power-up, eh? But what's the best power-up to get? Confused? Well, here's a complete guide to help you.



1-UP

The most important power-up of all. Anyone attempting to complete the game, without the help of any cheats or codes, is well advised to seek out a few of these.



FLAME-SHIELD

This acts as a shield against any fire attacks. You also perform a Fireball-Spin-Dash by jumping up and pressing a button. Not to be sneezed at, unless you've got a hanky!.



INVINCIBILITY

For a limited time only, this allows you to walk through the level without suffering any damage to yourself. It's always nice to be immortal, even if it's only for a short while!



LIGHTNING

Double-jump if you press a button twice. The real bonus is rings automatically drift towards you. It also acts as a nifty shield when the going gets tough.



ROBOTNIK

This is the equivalent of being struck by one of Dr Robotnik's Badniks, or getting impaled on a spike. So don't touch it, unless you have masochistic tendencies that is!



SUPER RING

This power-up is worth ten rings. Just think kids, collect 50 and you enter the bonus room, collect 100 and you can get an extra life! If only everything was as simple!



WATER SHIELD

You can breathe underwater and bounce like a ball with this power-up. Jump on any Badnik's head to instantly kill it, without the threat of losing your rings.

Level 1-2

The spikes are harmful. Please don't touch them.

Spank that re-start point!

Don't touch that bumper, it sends you hurtling back the way you came.

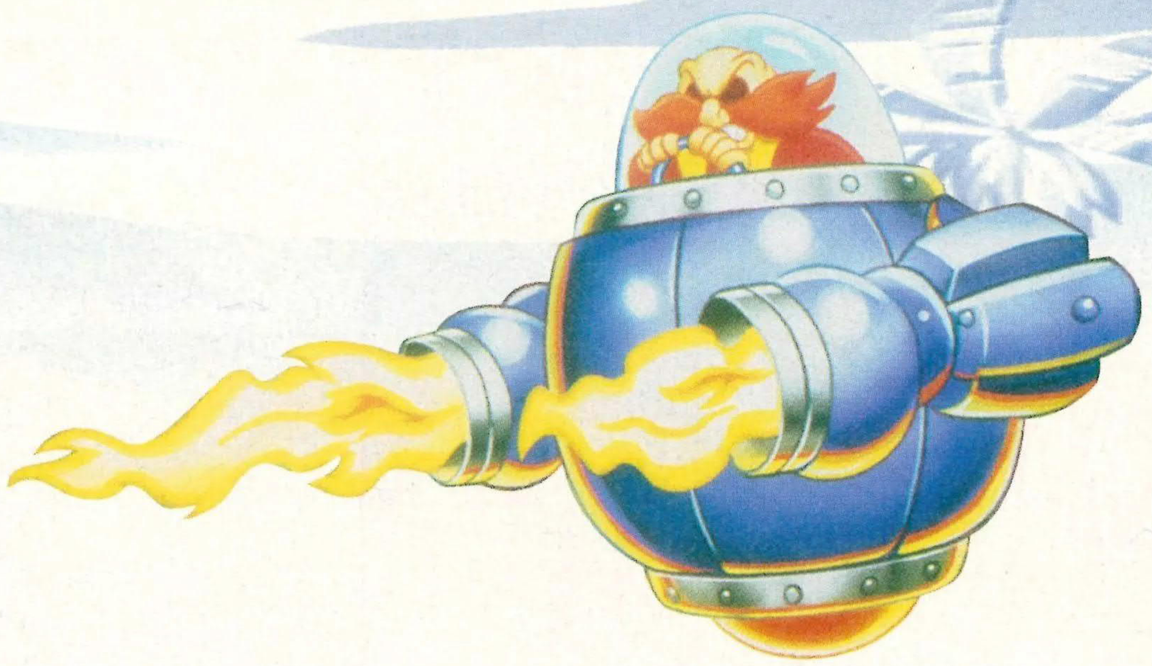
The hunt's hotting up, and Tails is panic-stricken (He remembers the last time the East Devonshire hunt came this way!). Thankfully, things can only get better. Make clever use of the bumpers, springs and tunnels to send Sonic winging on his way.

It's a hedgehogs life when you can zoom down tunnels collecting rings. Nothing could be easier.

LIGHTNING SHIELD



Lightning never strikes twice, or does it? Never fear, with this handy shield nearly all your worries are over.



SPECIAL ZONE



Jump through the wall and into the Special Zone. It's supposed to be quite nice, just avoid those red spheres

SUPER RING



It's a super ring box. You need to jump up here to get it though, so, er, get jump-jump-jumping!

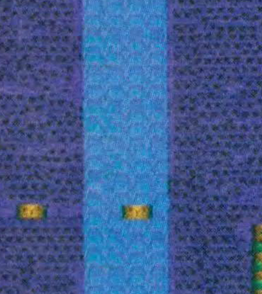
Loop that loop, collecting loads of valuable rings as you go.

Hit this re-start point, just before you take on the guardian! Well, it saves time should Robotnik beat you.

Kill Mr Pointdexter, before dropping down to gobble up the power-ups.

Grab onto these rails and work your way upwards.

1-UP



Sega are making this just too easy! ANOTHER 1-up! What a generous company SEGA are.

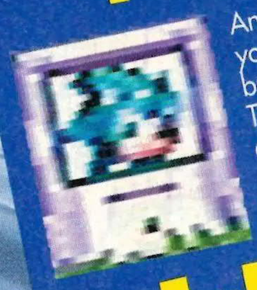
1-UP

SPIN DOCTOR

Dr Robotnik is giving the washing a spin, unfortunately Sonic and Tails are along for the ride! To defeat this guardian, wait until the water stops churning. Once the pool's calm the robot rises, before coming down to the left or right. Wait for this moment to launch a bounce attack. Simply repeat the process until the robot explodes.



1-UP



An extra life is yours if you break into this TV set. It's amazing how many 1-ups there are!

1-UP

Welcome to the second stage in the all-acton, faster than a speeding bullet, Hydrocity. Sonic's journey through the Floating Island is now well under way; from here on in the pace is relentless.
This level requires plenty of forward planning, especially when exploring the many under-water sections. It's no good diving to the depths if you don't keep an eye out for handy air bubbles. So always keep Sonic's lungs filled with air

Level 2-1

At this stage in the level, don't forget to hit this re-start point.

This loop-the-loop lark makes for easy pickings on the ring front, wouldn't you agree?

Jump into this shoot to head for bigger and better things later in the level.

Quickly work your way up here to avoid the moving wall. Hedgehogs have a tough enough time crossing the road, without getting crushed by a wall as well!

Crash through these walls by using the trusty super-spin!

Use this spring to propel you up onto the higher platforms. Next head to the far left and activate the re-start point.

INVINCIBILITY



The powers of invincibility can be yours if you jump over the row of spikes that are in your way. Remember though kids, you only have about 30 seconds of invincibility to play around with, so make the best of it!

INVINCIBILITY

This water-fall sends you hurtling down the drain. Go with the flow but try to keep an eye on the terrain around you.

1-UP

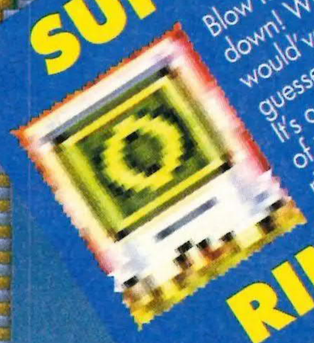


1-up's ahoy, shipmates! Strut your stuff through the wall and jump this TV set to get a life!

1-UP

These groovy fans launch you up into the higher platforms for yet more ring collecting high-jinx.

SUPER RING



Blow me down! Who would've guessed it, eh? It's only a set of ten gold rings, isn't it?

1-UP



Zoom up her and collect another extra life to add to your huge co lection. Life's good, eh?

1-UP

Yet more rings to collect on the rollercoaster ride of a life time.

Keep the speed up along these daredevil shoots, and admire the superb animation as you go. A must for high-speed adrenaline junkies!

The final level of the Hydrocity is jam-packed with hair-raising water-shoots and terrifying death-slides. The one bonus is each of these is full to bursting with precious gold rings, so get your collecting hat on.
This is a massive level to negotiate and the unwary player could end up going round in circles. Watch out for the spikes often found below the exit points on the slides, otherwise all your good work's wasted!

Level 2-2

You need to be going at quite a pace to make it up here, so get those Nike trainers on!

When you make it up here, keep on running to the right.

SUPER RING



Wonder down this tunnel and lo and behold, ten rings are yours! Enough Super Rings for everyone!

SPECIAL ZONE



Jump through the wall Sonic and enter the strange and funny Special Zone: where anything goes!

Let the hand grab you to send your speedometer flying. This sends you hurtling towards the end of the stage.

ROBOTNIK'S ALL

BLOOMINATOR



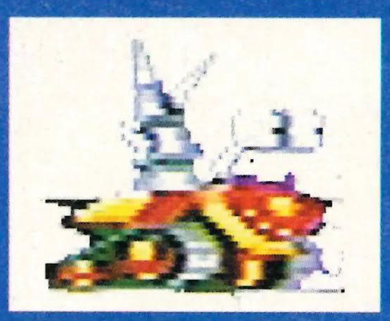
Bloomin' hell! This poor excuse for a sand-mixer throws energy balls out at you, which you must dodge. Kill it by jumping on top of him after he's fired.

MONKEY DUDE



To teach this Monkey Dude a lesson is simple. Jump up and spin attack him after he's fired all his coconuts at you. Without his defenses he is harmless.

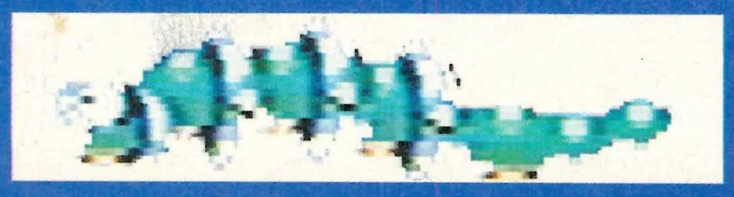
TURBO SPIKER



Turbo Spiker launches a spike off his back. Avoid this. To kill him, you should spin attack him. Just one hit, and there's one less Badnik to worry about!.

CATAKILLER

This strangely-named Badnick is a slow-moving fiend. This makes it hard to kill him, but kill him you must, so jump up and spike him!



RHINOBOT



A split second of revving-up before he charges at you is all the warning this guy gives. Take a running jump over him and you're in the clear. Couldn't be simpler!

BLASTOID



Kill this meanie before he has a chance to fire a cluster of energy balls at you. The Spin-Attack is your best bet. Jumping tends to be erratic, costing rings..

ROBOTNIK



Activate this power-up and you're dead meat. It's the equivalent to a hit from a Badnick!

ROBOTNIK

You want rings? You got it!

Time your jump onto this moving barrel and try not to get crushed! It's plain-sailing after that. Well, until the next obstacle anyway!

A good sense of timing is required here to avoid becoming a pin cushion.

1-UP



Fancy an extra life? Right. Well activate this power-up. Problem's now solved, a 1-up's yours!

1-UP

While you're underwater, keep an eye out for these spikes!

The Guardian! See the Boxout on how to defeat this particular guy.

ALL-NEW BADNIKS

JAWZ



To kill this flying-robot-shark, jump up underneath him before he has a chance to defend himself. Otherwise steer well clear!

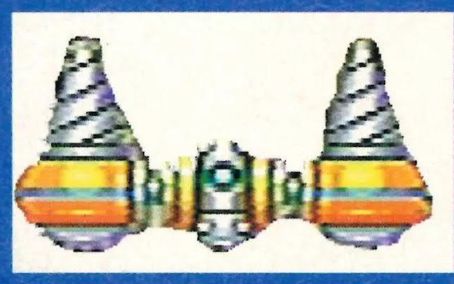
POINTDEXTER

This Pointdexter character is only vulnerable when his nasty-looking spikes are withdrawn. Don't attack him when he's "Spiked-up" or it's curtains for you!



TUNNELBOT

The Tunnelbot tries to carve you up with his two drills. Jump onto him when he's floating just above you to win the battle..



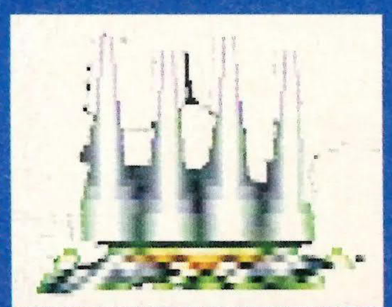
MEGA CHOPPER

Let this devious fish grab onto you and you've got real problems. His grasp is so incredibly strong he can hold you down until you drown.. A real dirty fighter!



SPIKER

These are no ordinary spikes, but rather some devious creation by Robotnik. You can jump on the spikes, but have to spin Sonic to kill it before you get hit.



MANTIS

Looking much like a grasshopper, this Badnick can be found in the Marble Garden area of the game. Chances are you can keep on running right at him and he'll jump out of your way!



MARBLE GARDEN

Level 1-1

This act brings Sonic's Spin Dash Attack to the fore. Use it to destroy any marble walls standing in the way, wipe out any Badniks dumb enough to try and stop our hero or jet propel Sonic up the steep hills found in every level.

You should also be thinking seriously about the number of Chaos Emeralds you've collected by this stage. Remember, without the Emeralds the game can't be completed properly and we don't want that do we!

This platform collapses when you stand on it. Go up for your last chance to reach the bonus room.

This bubble like Badnik's a pain in the spikes if you bump into him, and so's his smaller mate, lurking nearby.

Hit the Tunnel-Bot from underneath but watch out — it fires at you and tries to crush you.

SPECIAL ZONE

Spin Sonic into the pillar to the left to gain access to the Special Zone.

A lovely line of rings to notch up as you shoot down this steep bank.

A moving platform to catch if you want to progress up the screen and get to the first bonus ring.

SPECIAL ZONE

Access from the right to enter the Zone. A Chaos Emerald's handy at this early stage.

Miss this spinning wheel of platforms and the only way is down. This isn't a bad thing, as it just means a longer route to the end of the level.

SPECIAL ZONE

Force your way in from the left to penetrate the ring and enter the all-important Zone!

Robotnik makes a brief appearance to start an Earthquake. Don't hang around.

INVINCIBILITY



Invincibility is a truly great thing. Sonic can feel completely safe in his protective bubble.

SHIELD

Stand central on the spinning disc to see Sonic spirited off to another location.

SPECIAL ZONE



Break into this bonus level from the right and collect those blue spheres.

Steel spiked balls rotate toward the ground. Time it well to spin or walk past.

INVINCIBILITY



Three power ups to collect, including a useful shield! Leap onto the platform to grab them.

SHIELD

Spin on the wheels tucked in the earth and pillars appear to make life a lot easier for Sonic.

The lava's not fatal if you get out of there quick. Otherwise, burn baby, burn!

1-UP



An extra life's just what you need to survive for the duration and we know the place to grab one.

1-UP

This section of the Marble Garden has plenty of revolving platforms and disappearing ledges to contend with, so the watchwords are timing and patience. Unless you're using one of our nifty Action Replay codes, try to avoid jumping into anything before you've checked out exactly what to expect. Also make sure you always activate the re-start points as they go by, it saves an awful lot of heartache and frustration in the long run!

Level 1-2

SPECIAL ZONE

To teleport into the Special Zone enter from the right of the cage.

INVINCIBILITY



Invincibility shield helps Sonic get past a number of traps and enemies.

INVINCIBILITY

Find the spinning disc on the right to fly into this shaft. Go down to get a handy power up.

These springs are very powerful and hurl Sonic backwards very fast. Avoid them unless you enjoy being sent back from whence you came!

This spiked pillar falls to the ground every other second so don't get flattened.

Watch out for the revolving spiked pillar. It moves left and right and catches out any unwary players.

1-UP



An extra life to keep our blue hero going on this fast and furious level.

1-UP

Use this disc to hover through the air. Run right or left for speed and direction, while taking it easy makes you lose height.

SUPER RING



10 rings for Sonic's collection. Next to the Super Ring's a handy invincibility.

SPECIAL ZONE



Not easy to get. Timing's important to get across from the revolving platforms.

Duck the arrows that spout from the stone face. Wait for the ground to collapse, allowing Sonic to continue.

1-UP



Ascend the three platforms and collect an extra life on this ledge.

Take care not to rush this little collection of horrors and time a sprint through the gap.

1-UP

Needless to say, if you go down this shaft you're on the receiving end of razor-sharp spikes. Our advice — seek an alternative route!

A pair of Badniks linger about, waiting for an innocent hedgehog to pester.

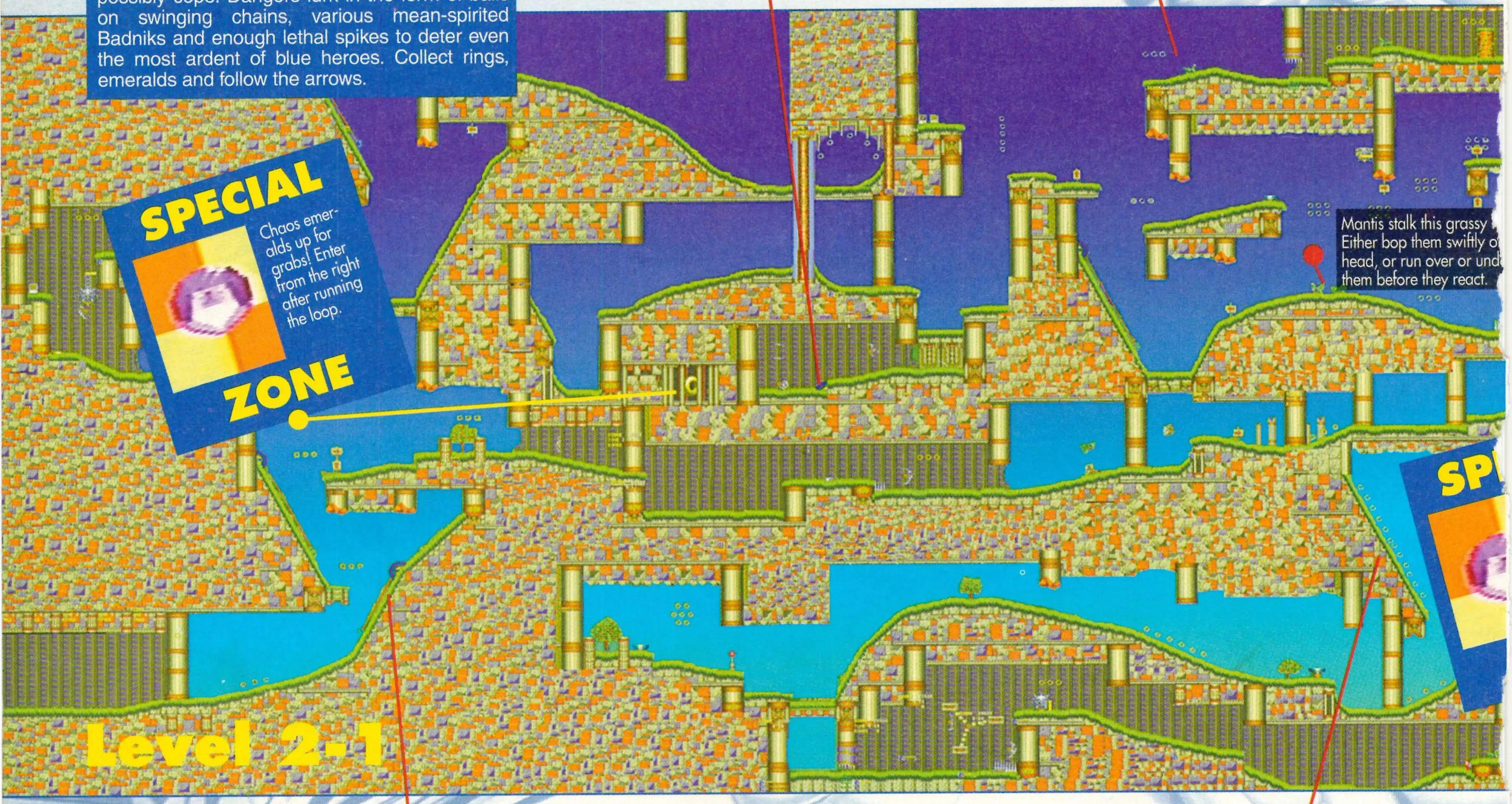
FLAME SHIELD



Protect Sonic and Tails from fire attack with a flame shield. Simply jump across and gobble it up!

SEGA XS SOLUTION

The Marble Gardens see Sonic and Tails pelting down steep inclines. Speeds are so great even the Linford Christie of the animal world couldn't possibly cope. Dangers lurk in the form of balls on swinging chains, various mean-spirited Badniks and enough lethal spikes to deter even the most ardent of blue heroes. Collect rings, emeralds and follow the arrows.



GAME GENIE

THE CODE WE'VE ALL BEEN WAITING FOR!

AA6T-AAXC









Welcome to a Pandora's box of delights! This code could prove to be the saviour of anyone still having problems completing *Sonic 3*, even with our superb solution. Use the code above to access four great cheats. You can select any level, design any level, become Super Sonic and even play the game in slow motion.

LEVEL SELECT

Fed up with all your friends laughing at your inability to get off the Angel Island? Well fret no more. Simply enter the code and press Start, when Sonic waves his finger on the introduction screen. Marvel at the wonderful choice of levels available to you. The game couldn't be simpler!

LEVEL DESIGN

Enter the code and press Start, when Sonic waves his finger press Start and choose the level you want to play. Once on the level press A and Start. Now press B to change Sonic into a ring. You can change the object at any time by pressing A, while C places the object.

SLOW MOTION

Follow the Level Design procedure as described. Press start to pause the game, then hold down B to play the game in slow motion.
It's especially useful on the Special Zone, allowing you to take time collecting spheres. Even Neil managed to get a Chaos Emerald!

Use the position marker to save time. Very useful if you get killed and want to start from where you left off.

By spinning on this you're able to carry on to the left and up. Making it much easier to reach the continue point at the top of the stage.

1-UP



Extra life for endurance. Get to it via a secret passage. Next to it lies a Super ring bonus.

1-UP

Another very useful position marker in case you mess things up later on. This one allows you to continue much closer to the end of the stage.

Jump on top of this statue head to stop the arrows. This also triggers access to the secret cave beneath.

FLAME SHIELD



Simply walk on the platform to the right and watch it lower down. Now go grab a shield!

CIAL ZONE



Emeralds here we come, yet again! Get in from the left and grab those blue spheres.

This irritating spring bounces you silly if you fall from the wheel.

SUPER SONIC







Everyone craves the ultimate accolade of being Super Sonic, but few can achieve the honour purely on merit. Worry no longer, we're about to prove the old adage that cheats never prosper wrong!

To dispense with the unnecessary irritation of actually collecting the Chaos Emeralds, simply carry out all of the following procedure.

Use the Level Design, as described, and then use the A button to change Sonic into a TV (Above). Place the Television anywhere on the screen by pressing C and then press B to return Sonic to his normal state.



The highest status of all is now within your grasp — no longer will you die if Sonic falls on some spikes, while the threat of falling off a ledge becomes mere child's play! All you have to do is jump on the TV you've just placed and, low and behold, Sonic's turned into the new, improved Super Sonic! All that's left to do now is laugh in the face of all the fools who are always telling you to play fair. Cheats definitely do prosper, well, if they have a nifty little gadget like the Game Genie they do anyway!



LEVEL 2-2

More Marble mayhem for our duo of frenetic furballs. Guide them by following the arrows to bash it out at the end of the level with Robotnik in his souped up flying machine. With a radical mixture of loops, slopes and bonus stages, Sonic and Tails have a massive task ahead in this immense level. One more thing — it's not easy either! It may be a garden but don't stop to smell the roses!

1-UP



You never know when you need an extra life, so grab them on the easier levels for later.

1-UP

A swinging metal ball spells danger and so do the spikes beneath it.

This loop sends Sonic spiralling down the pole and you better hope he lands on the left-hand side. Otherwise he's in for an unpleasant meeting with those nasty spikes.

A spinning disc's a handy short-cut once you get it turning right. If you get to the left shaft make sure you have your disc to escape again.

Special Zone



Enter from the right to take a welcome run around the Special Zone, grabbing a vital emerald.

1-UP



Get your hands on a special treat here. Not just an extra life but also a Super Ring.

1-UP

Robotnik makes a brief appearance and tries to blast Sonic. Don't take too many risks here as he quickly disappears after the initial attack. What a coward, eh!

SONIC'S SUPER MOVES



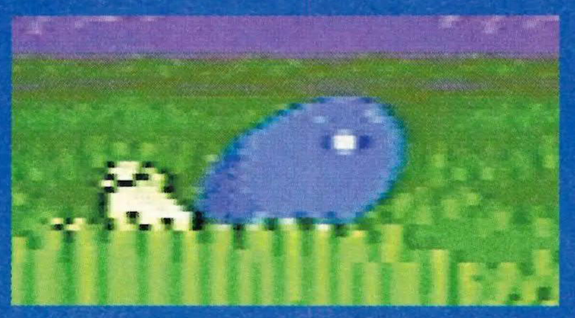
This is the coolest of Sonic's new moves, mainly because Tails gets to play an active part in the game. Use the second controller to manipulate the young fox, carrying Sonic clear of danger

AIRLIFT



INSTA-SHIELD

If you find yourself in a no-win situation quickly press the A, B or C button twice to generate an energy shield. This protection lasts long enough for Sonic to escape from the danger.



SPIN DASH

This old favourite from Sonic 2 can get you out of almost any pickle. Use it to smash through walls, scale steep hills or wipe out a Badnik. Hold down on the Joypad and press fire to activate it.



SUPER SONIC

The only way to obtain this power-up, unless you use our cheats, is to be a star player. Enter the Special Zones and collect all the Chaos Emeralds, when you have enough Sonic goes super!

Don't jump prematurely as you're bound to jump into the spikes.

The ground collapses here, leading the way to further sections of the Gardens.

This face spits poison arrows, so duck them and jump on the button above it. The ground eventually collapses allowing access to deeper levels.

Robotnik sits arrogantly in his flame-spurting Hovership. Defeat in the usual way, by bouncing all over it.

Lots of Mantis await. Jump on them or over them to progress with Sonic completely intact!

INVINCIBILITY SHIELD



Nothing like being untouchable. Smash through the wall using a spin-attack to get it.

FIAME SHIELD



Protection from fire is just what you need against Robotnik's machine at the level's end.

Air Attack



Robotnik looks really chuffed in his latest flying machine, but Sonic only has to bounce under it to blow it into hell. It's even easier with a Flame Shield, otherwise simply learn the pattern of attack from the rockets underneath. If you keep a cool head you're always going to be on top. Take your time and live to tell the tale.

CARNIVAL NIGHT



According to the Manual; "Night life on the Floating Island is exiting. Bounce and flip your way across this colourful Zone which is filled with anti-gravity platforms." Roughly translated, this is a similar level to the Casino Zone in *Sonic 2*, only a lot more complex!

Level 1-1

SPECIAL ZONE



Funnily enough, you have to walk through the wall to reach this Special Zone Ring...

Run along here at full pelt.

SUPER RING



More rings than you can shake a smelly sock at await you, if you manage to jump up here.

Remember to collect all the rings you see, it's always handy to have a few extra life's up your sleeve.

Shoot along these tubes to transport Sonic to another dimension! Well, it's a good impression of a rollercoaster anyway.

SUPER RING



More super than Superman. Get ready to grab those Chaos Emeralds

SUPER RING



It's important to have a hobby and collecting rings is Sonics. Jump on the platform for more!

Spin down this corkscrew death-slide and watch the screen go mad as you fall from one side to the other.

Watch out for barrels like these as they can crush you to death.

Make sure you don't get caught under these moving barrels or it's curtains for Mr Hog!

More rings can be collected here to add to your ever-growing collection collection.

SPECIAL ZONE



Walk through the left wall to reach another giant ring. Once more the Special Zone awaits..

Thunder along here and you will automatically collect loads of rings.

Jump on top of this anti-gravity ball and you automatically hang on to it. Allowing you to climb to the goodies higher in the level.



Level 1-2

Level 2-1 is, to be frank, a pesky devil to complete. There are plenty of tubes and springs to speed along to either a fast finish or an early exit! There's always the danger of a swift death at the hands of a Badnik or on some spikes, so always be on guard. It's tough going, but then again this is World Four. Follow the map, take your time and you should be fine!

Jump up into this tube and you're sucked through to a new section of the level.

SPECIAL ZONE



By walking through the wall, you reach this big, juicy and rather shiny gold ring.

Grab onto these huge tubes and make your way across, dragging yourself ever closer to the end of the stage..

LIGHTNING SHIELD



By jumping through the wall, you can grab this scrumptious Lightning Shield. Probably the best power-up going!

INVINCIBILITY



No one can harm you while this power-up's activated, so use it's limited time wisely. To get to it, run quickly can along the bottom, curl around and strike it. The level's plain-sailing while it lasts!

Climb up these steps and continue your epic quest, hoggy-boy.

Run past this re-start point to activate it. Saving time, and the immense frustration caused by having to return to the start of the stage.

LIGHTNING SHIELD

A hidden passageway in the wall brings you here. Collect not only this shield, but twenty rings as well! Not to be sneezed at!

Get sucked up through this tube and you emerge in the lower section. The home straight's now in sight.

More rings than a blue hedgehog can comprehend are here By freefalling through this shaft, you collect rings to your hearts content.

WATER SHIELD

Pick up this Water Shield and bounce your way over the Badniks, without fear of their revenge.

Hang on to these tubes to be carried either up or down, depending on the position of the elevator.

These barrels bounce up and down, threatening to crush any unwary hedgehogs.

Another set of rings to add to the collection. Just run along and grab 'em. Easy, eh!

SEGA XS SOLUTION

"So! Ha, ha, ha! Your puny video-gaming attempts have led you this far, eh? Well, you may think that you're pretty hot-stuff, but try your luck against this Mr. Hedgehog-breath!" Dr. Robotnik said as he sat back on his specially-made Robo-Sofa.He could see Sonic and Tails through his giant Robo-Monitor looking bemused at his threats.
"Alright Tails, lets teach this sucker a lesson," Sonic said "Right-ho Sonic!' agreed Tails, well, we all know, he sadly does everything Sonic says. With that they both turned around to confront the next stage of their quest...
As you've probably guessed by the map, this is a simular zone to the last one, but this time there's one difference — it's a lot bloody harder! All sorts of dangers await you, including Badniks, traps and spikes. Make one wrong move, and you're history! Watch out, pucker up and get ready because it's comin' at ya!

Level 2-1

Make it up here, to grab these four rings. Groovy, eh?

This fan-platform blows you up, causing you to miss a quite marvellous 1-up. So try to avoid it, you know it makes sense!

SUPER RING



Super Rings, Super Rings everywhere, collect them, collect them if you dare. (Try singing it!)

These fans blow Sonic up higher to reach all-important bonuses.

Whooooooh! Run down this tube and get very dizzy at the same time!

Run through the secret gap in the wall to grab these three power-ups.

SPECIAL ZONE



By this stage it's vital to enter the Special Zones. Without a full compliment of Chaos Emeralds the games only half done!

1-UP



WANTED, DEAD OR ALIVE: one escaped extra life. Presumed to be currently residing under the fan platforms just to the left. Go get 'em Sonic!

1-UP

Don't get caught on these spikes! They hurt!

When these barrels rise-up, run under them to avoid being squashed.

WATER



Collect the power-up by jumping over to this section. Not a hard task by any means.

SHIELD

Use these anti-gravity balls to work your way up and across.

This background may look different but it's still the same game. Shoot through the tube to escape at top speed!

Bounce off these bumpers to score lots and lots of points!

Jump over or dash under this barrel if you want to avoid the fate of most hedgehogs who venture onto the M25!

WATER



An important power-up for any sensible gamer thinking about entering the water!

SHIELD

Your reactions are much slower in water than on land Something to do with physics, I think? Anyway, with this in mind, avoid the Badniks lurking down here.

Run up here, collecting rings as you go.

Run through these two ditches, but, whatever you do, don't get squashed!

Level 2-2

You may have packed some sandwiches, but this level's no picnic! The final section of the Carnival Zone's quite a tricky critter, so be on your guard. Springs, Badniks, bumpers, barrels, tunnels, platforms, water, power-ups and a big guardian at the end. This level has it all! Hurrah for *Sonic 3*! Hip, hip, hooray! It's quality like this that's given the game it's huge ratings in all the lesser mags! Mind you we at SEGA XS love Sonic's latest adventures too!.

WATER SHIELD



If you want to get this useful power-up, just jump up onto this platform and, hey presto, it's yours. Magic!

INVINCIBILITY



Walk through the wall on the left to collect this power-up. I'm sure that instruction sounds familiar, but this is a guide — we can't help it if the guys at Sega like the old secret passage routine!

Power-ups ahoy! Don't delay, grab what you can, rest assured you're going to need them.

Whiz down here and your eyes fall out of their sockets! It's also a great way to avoid the Badniks. Basically they can't catch you.

SUPER RING



You want rings? You got it! You want ten rings? You got it! You want ten Super Rings? You got it if you jump up here!

It's wet! Zoom down here, collecting rings as you go.

Smash these blocks to continue on into the depths of the level.

If you jump on these balloons, they will catapult you up into the air.

Fly up here, to collect more rings than you can fit on your fingers.

Use the tubes to quickly access other parts of the stage.

ROBO DOC

To defeat Dr Robotnik, run left and right avoiding his attacks. Jump on the top of the robot several times, once he stops his offensive, to kill him! It's that simple, honest it is!



Slide down here, keeping an eye out for any Badniks.

More rings await the skillful among you, who have managed to make it this far.

Special Zone japes are yours to saviour by walking through the wall to reach this juicy ring.

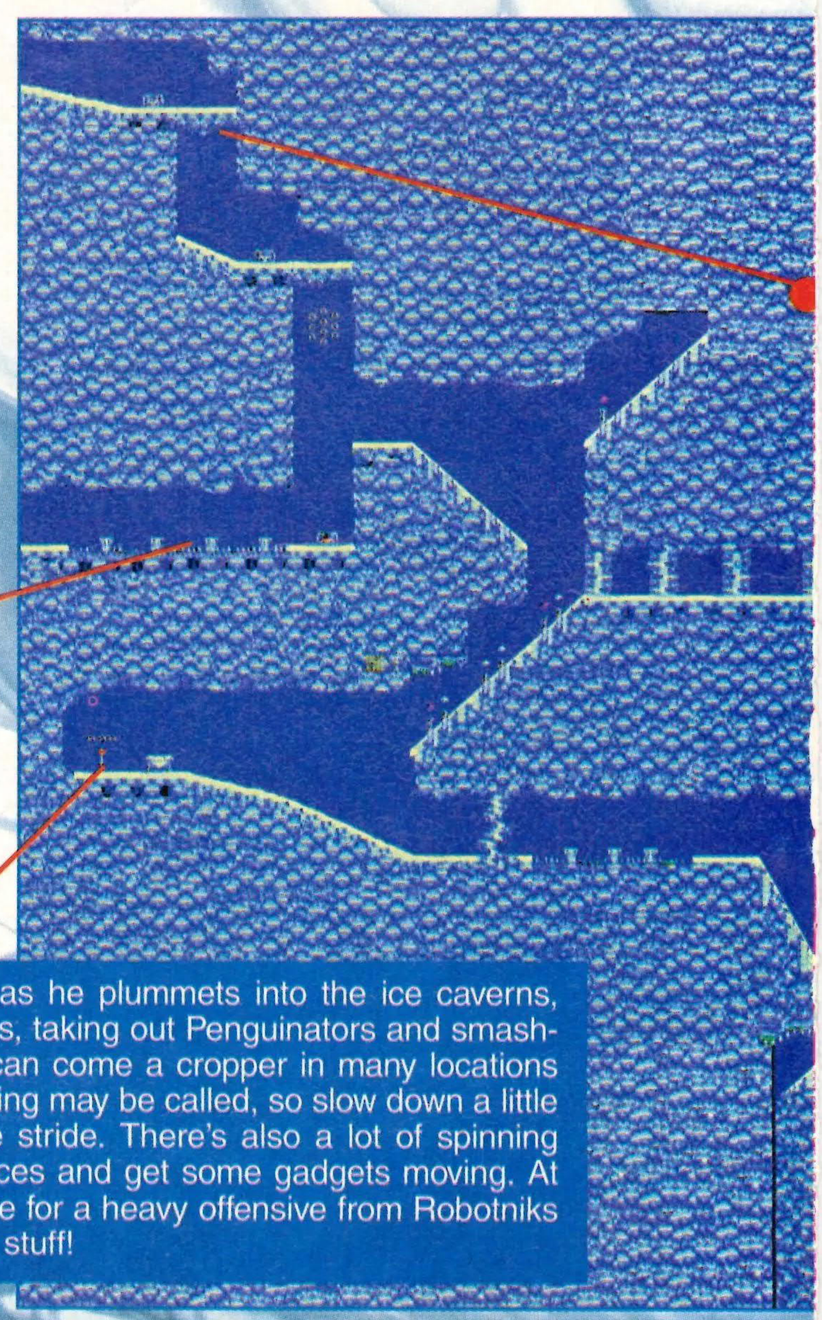
ICECAP ZONE



Level 1-1

Brr! Sonic never wears woolly jumpers, so it's no wonder he moves so fast when temperatures are this low. Prepare to be shot at, frozen, spiked, thrown and pounded against the walls in this testing level of wits and reflexes. Near the start there's a trap, causing Sonic to fall endlessly, but a bit of clever jumping soon sorts things out, so don't despair. General advice — be cautious, never forget to hit position markers and always keep your ring total up, to avoid being killed in a single attack.





ROBOTNIK'S BADNIKS

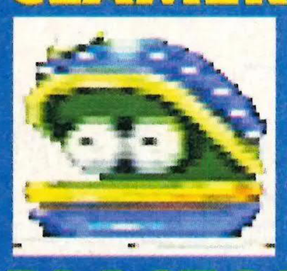
Here's some more cold and clammy Badniks in our Rogue's Gallery!. These guys never now when to leave Sonic alone, chasing him all over the Floating Island. They usually appear in predictable locations, lacking other threats and difficulties. Just as well too!

PENGUINATOR



Not your average penguin. They look innocent, but don't be fooled. Jump as they slide into you at speed.

CLAMER



These tooled up clams fire at you from fixed locations. Once their shell comes down you've no way of attacking them.

STAR POINTER



Slow moving and easily avoided. The usual mistake's rushing and jumping into them, so don't get sloppy!

BLASTOID



Blastoids shoot to kill and have little respect for animal rights, so move out of the line of fire as quick as you can.

CORKEY



This pneumatic cork-shaped drill is a tough cookie. It pumps you full of lead if you linger around it for too long.

It's a frosty day for Sonic as he plummets into the ice caverns, sliding down slippery slopes, taking out Penguinators and smashing through ice walls. He can come a cropper in many locations and some methodical thinking may be called, so slow down a little and take it all in your able stride. There's also a lot of spinning required to smash into places and get some gadgets moving. At the end of the level, prepare for a heavy offensive from Robotniks big, bad Ice Robot. Chilling stuff!



These two blocks slide up and down and, for the briefest second, Sonic can squeeze through the gap. Speed is of the essence to succeed!

DRILLER KILLER

Robotnik wants to mash Sonic and Tails in this airborne battle. The only thing keeping Sonic in the air is Tails, so control Tails with the D-pad. Attack Robotniks contraption with the usual tried and tested bounce method. Robotnik's huge metal machines are no match for Sonic in full flow. Just don't get caught in the flames, or by the drill on the front of the craft.

INVINCIBILITY

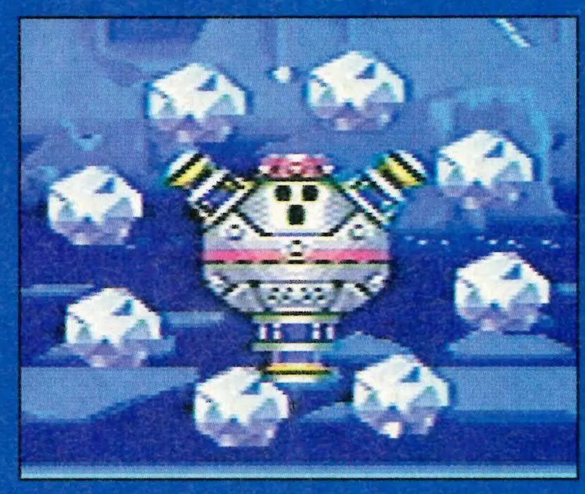


Sonic's free from harm for a short time, if you make the effort to grab this valuable power-up!

INVINCIBILITY

ICE ROBOT

The Ice Robot's a constantly revolving ring of spiky ice balls which bombard you when you least expect it.There's nothing quite as annoying as a snowball in the face! Use Sonic's attributes to the full to defeat this beast. For a start keep on the move to avoid the attacks and when the machine is unprotected, jump at it! After a few hits watch the sucker blow!



Watch the ground collapse and an avalanche of snow fall on your spiky head at this point, but this is painless so keep on the move.

If you come across a Badnik either jump on his head or take the easy option and jump over him, before running away.

Level 1-2

Extremely useful position marker as you're about to face the Ice Robot guardian at the end of the level. Miss this and you may regret it.

If you get caught in a jet of cold steam prepare to freeze into a block of ice. This soon thaws, unfortunately it also takes Sonic's rings. The good news is steam is slow and therefore easy to shoot past.

Level 2-1

LIGHTNING SHIELD



The first power up of the level proves to be a useful one for collecting rings and extra jump power.

SPECIAL ZONE



The loop at the top leads you into this chamber. Once inside try accelerating hard to get out.

You have to jump on top of this spring twice to use it, as the ice encasing it has to be broken.

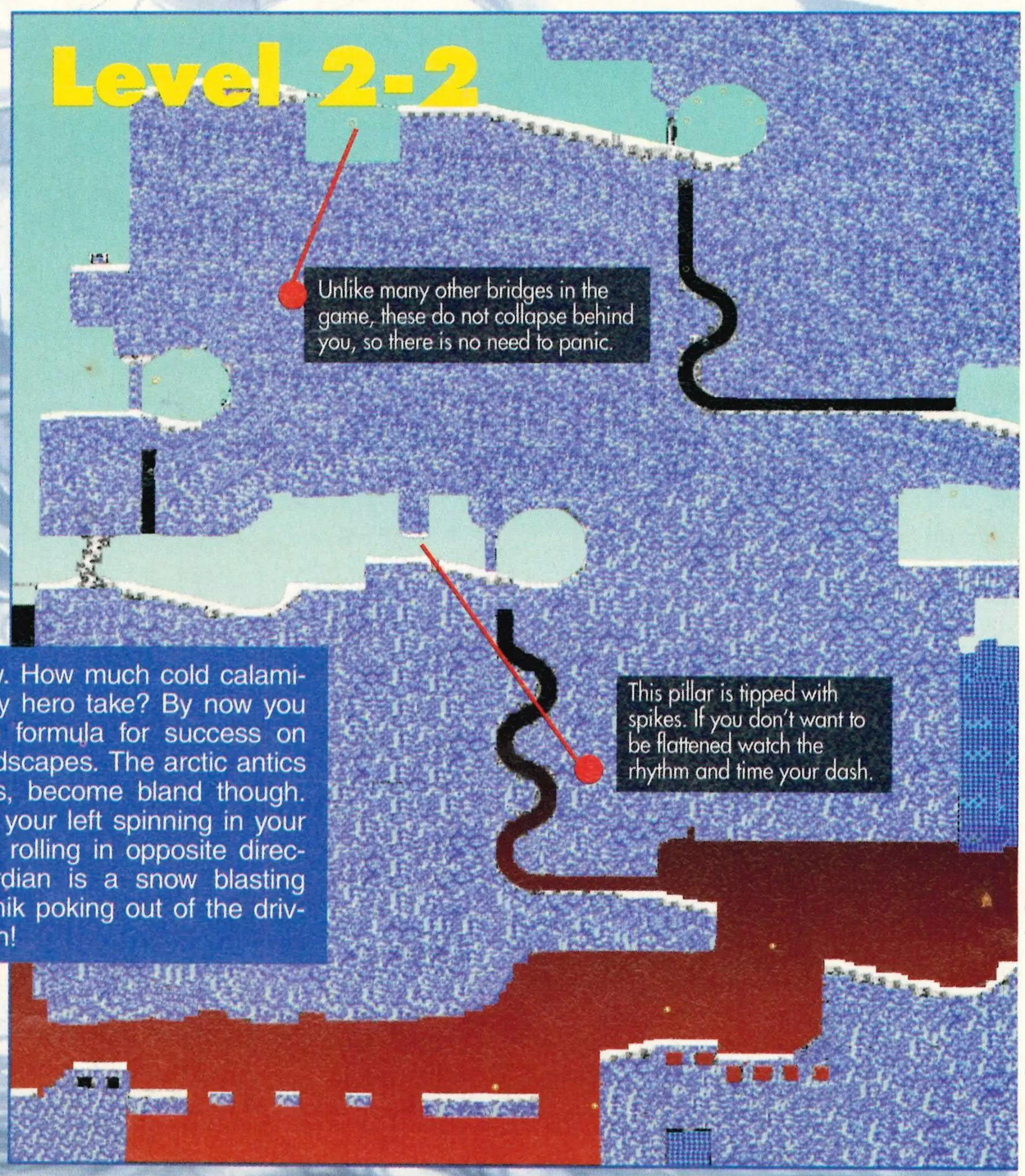
Notch up your ring total by sliding down this ice tunnel. Keep up your speed towards the end to make the carriage swing up. Then jump onto the ledge but beware, it you hang about too long it collapses.

This level is as slippery as they get. We all know Sonic's a cool character and he doesn't get much cooler than in these frigid ice-caps. The temperature may be sub-zero but the action certainly isn't. Prepare for everything from collapsing snow platforms to tricky double speed-loops. There is also icy water to swim in as if the level itself wasn't cold enough!

Battle it out with Penguinators, gun-carrying clams and a manic, possessed drill that shoots you without mercy. As for Robotnik himself, he has created a devilish new device to bombard Sonic with a flurry of deadly snow balls. Sonic's no stranger to such dangers, but this is one of the deadliest tests of his endurance yet. If you survive this things can only get better!



Level 2-2



Unlike many other bridges in the game, these do not collapse behind you, so there is no need to panic.

This pillar is tipped with spikes. If you don't want to be flattened watch the rhythm and time your dash.

More fun in the snow. How much cold calamities can a small spiky hero take? By now you may be used to the formula for success on these chilly snow landscapes. The arctic antics won't, by any means, become bland though. The speed is so fast your left spinning in your chair, with your eyes rolling in opposite directions. The end guardian is a snow blasting machine, with Robotnik poking out of the driving seat. What a villain!

Spin out of the tunnel at speed and head for the rapidly approaching finale..

Smash the bottom block out with a Sonic spin and use the remaining tower to step onto the higher ledge.

Watch out for troublesome Badniks when you're zooming about at speed. It's easy to let a little carelessness create all sorts of unnecessary problems.

SPECIAL ZONE



Enter from the left without too much difficulty. Now storm through the Zone, collecting spheres.

Access high ledges with the lightning shield power up by double pressing jump.

Leap over these platforms, avoiding the Badniks swarming around to get ever closer to Dr Robotnik.

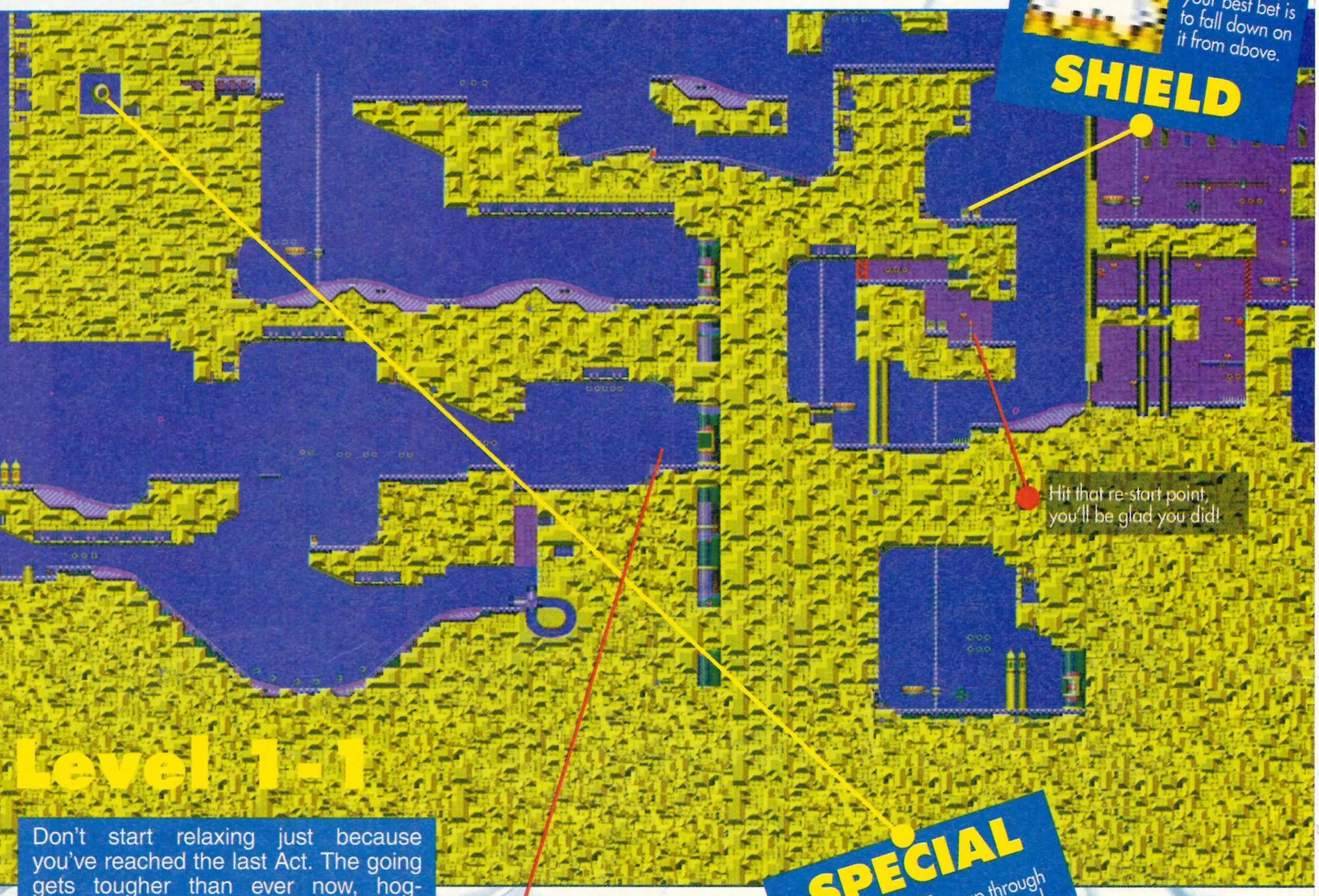


SNOW BLASTER

That evil rogue Robotnik is on the offense once again. This time in a device fitted with an hydraulic arm for blowing noxious snow gas at you in almighty clouds. Jump onto the platform which is above the snow weapon and use it to bounce all over the underside of the craft. It's tricky trying to avoid the icy jets while trying to clamber onto the platform at the same time, so calculate and time all your moves!



LAUNCH BASE



FLAME



Pretty hot stuff, eh? If you want to collect this power-up, your best bet is to fall down on it from above.

SHIELD

Hit that re-start point, you'll be glad you did!

Level 1-1

Don't start relaxing just because you've reached the last Act. The going gets tougher than ever now, hog-breath. Faster-than-fast, harder-than-hard, on the street, in your face and on the case! Sonic 3 really kicks into top gear in these massive levels.

All tactical players should be aware of another re-start position here.

SPECIAL



So, you think you're special, eh? If you do, jump through this wall and try your luck in the Zone.

ZONE

SPECIAL



Leap through the wall and enter a strange and mysterious world. A must for all you serious gamers.

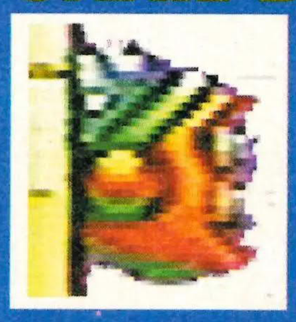
ZONE

ROBOTNIK'S NEW BADNIKS

Badder-than-bad, that's the Badniks! There are five new meanies to contend with in this the last level, and they're detailed to the right. Some of these Badniks will shoot energy-balls at you. Remember, even if you keep your distance, their energy weapon can still harm you.

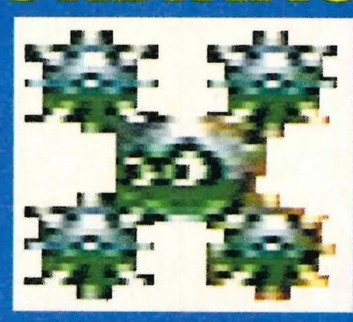
When confronted by a host of Badnik's, watch their attack patterns and act accordingly to avoid or kill them. Remember to take advantage of Tails and any power-ups you possess. The Spin-Dash-Attack is highly effective against any nasties. Sadly, even if you master the Badniks, the terrain on the last levels is lethal, so watch your back!

SNAIL BLASTER



This critter is found stuck to the sides of walls, firing off lethal energy-balls. The solutions simple — spin him to death and you won't go far wrong.

ORBINAUT



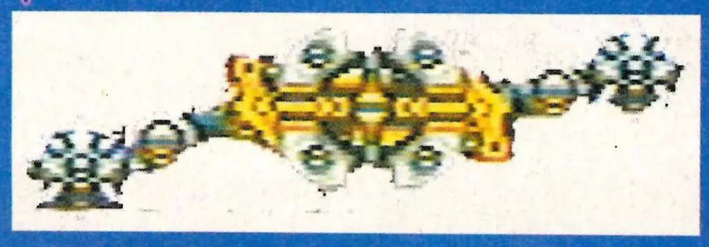
A tricky foe to defeat, the Orbinaut has four lethal spike-balls to hurt you with. He can be killed if you leap into his face. That'll teach 'im!

FLYBOT767



This bird-thing swoops down on you from above.

DEATHBOT



This is a special kind of Badnik you find towards the end of the Launch-Pad Zone. He's vulnerable in the centre, but watch out for his arms!

RIBOT



This croaky fellow swings a huge iron-ball, causing you no end of grief. Swiftly jump up and hit his body to kill him.

Grab hold of this hand-rail and swing across the gap.

As this is the final Act it's a sound idea to activate the re-start points. This re-start point is as good a place as any to get started.

Jump up and hit this switch to grab some yummy power-ups. You can almost taste them now, can't you?

Power up



So, you want ten rings, eh? Right my son, hit the switch and jump down here. They're all yours now!

1-UP

ROBOTNIK



DON'T TOUCH! Once you activate this power-up, it's curtains for you mister! Please don't ignore this warning!

ROBOTNIK

SPECIAL



Walk through the wall to reach the super-duper Special Zone! It's all detailed below, fact-fans!

ZONE

SPECIAL ZONE

The Special Zone is the one part of any *Sonic* game you can be sure you need to master. You'll be pleased to know that *Sonic 3* is no different in this respect. The game's not complete until Sonic's collected enough Chaos Emeralds to go Super-Sonic. The place to get the Emeralds? Yep, you've guessed it — inside the Zone! To make your life just a little bit simpler, we've included this comprehensive guide to the ins and outs of the Zone, detailing specific tactics and things to watch out for. We're nice like that you see!



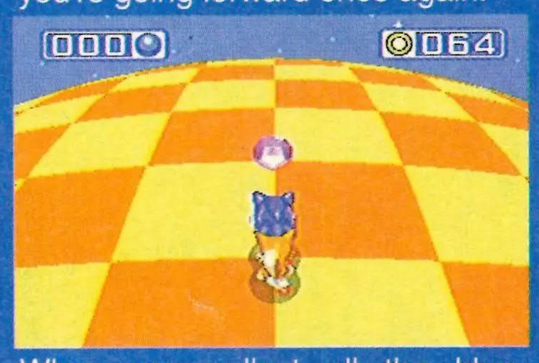
Hidden in every level of every Act, are a batch of giant gold rings. The hardest parts locating them, which is where all these lovely maps come in handy. Jump into the rings to reach the 3-D Special Zone. To have any chance of getting an Emerald you need to collect all the blue-coloured spheres. This isn't easy, as there are loads of red spheres to avoid.



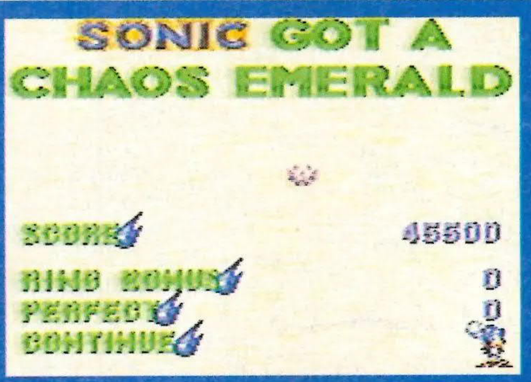
If you touch a red sphere, your time in the Special Zone is up. The best bets to run around square formations of blue spheres. This changes them into gold rings, which you can collect. The speed of the Special Zone is fast and furious, but after a few goes it shouldn't cause you any problems. But that's not all, there's also the bumper spheres to tell you about, so read on.



The white spheres are bumpers which you bounce you way off course. This can prove disastrous, to correct the fault turn around so you're going forward once again.



When you collect all the blue-coloured spheres, you automatically receive that most-wanted of items: the Chaos Emerald! Remember though, one Emerald is just not enough to satisfy an appetite as insatiable as Sonics!



This (above) represents a perfect Special Zone. if you've got a Chaos Emerald, a high-score and a Continue it's perfect! We at SEGA XS always play a perfect game, so it comes as no surprise really.

Here are some tips for completing the game and making sure all the hard work in the Special Zone isn't wasted:

1. When you get hit by a Badnik, spike or any other obstacle, quickly re-grab as many rings as possible.
2. Keep an eye out for hidden rooms in the game (our maps will help you).
3. Use your Spin attack to get out of tricky situations.
4. When you finish an act, hit the sign a few times for some unexpected power-ups .

The Launch Base is a superb level full of colour and diversity. Travel along huge revolving steel tubes and take rides in cushy futuristic lifts, which by coincidence also revolve! There's so much spinning in this level you're likely to become a little bit dizzy, but try and keep a steady head. If nothing else simply marvel at the unravelling world with all its strange wonders and weird pitfalls. Magic stuff!

Level 1-2

ROBOTNIK



Do not attempt to grab this cruel power-down. You may loose all your rings or a life.

ROBOTNIK

Fire breathing stone-heads lie scattered around some of the down shafts. Take it easy and time your runs.

Jump on the hook to let it pull you across this line.and over the gap.

Use this lift to reach higher levels.

SUPER



Jump on the power ups to get the extra rings. It's as easy as taking candy from a baby!

RING

These devices jettison Sonic across the landscape at speed. Prepare to zoom in the direction the tube next door is facing via the wild hoop ride.

Activate this handy position marker.

This tube revolves, takes Sonic with it. If you see a Badnik near the tube try not to get dragged into it's path.

Use this platform to swap lifts midway between the two.

Nearly home and dry now so get ready for the final show-down of the Act.

Agh! It's Robotnik again in one of his spherical flying machines. Bounce him into oblivion.

A neat revolving elevator for Sonic to sit in to reach higher platforms. No need to even waste energy, just sit back and enjoy the ride.

Pointdexters need close scrutiny to judge their movements. Use the spring next to the Pointdexter to get to the level to the top right.

IRON FIST!

The penultimate guardian is surprisingly easy to beat. Simply wait for the robot to emerge from one of three floating doors. As soon as the robot starts rotating and swinging it's two spiked arms run to the corner of the room. When the arms stop spinning launch the usual bounce attack, retreating once the cycle begins again. The guardian's almost beaten when one of his arms explodes; a couple more attacks and it's all over.



Watch out for Badniks as they try to thwart your every move. Don't these guys ever learn; Sonic can't be scared off!

Keep moving and don't hang about. The best way to reach the end of the stage is to ensure Sonic's not caught out by the slow-moving Badniks.

SPECIAL ZONE



Enter via tube to the right. Then enter tube to high levels. Tricky to get at, but worth it.!

A stonking great level for a tiny blue animal and his mate to negotiate. Full of tubes, lifts and all sorts of nasty looking baddies. The pace is as menacing as usual and Sonic may find himself thrown around quite a lot by the powerful trajectory cannons. The huge turning coil is here again, and a good sense of perspective is needed to time the jumps well.

Robotnik power ups may pose a problem but there are plenty of Special Zones for the pair of manic munchkins to sink their teeth into. These Zones are trickier to reach than usual but well worth the effort. There are also Underwater Zones, ranging from small pockets and pools to huge underwater caverns. Air bubbles are definitely worth finding or it's a case of two dead animals in the water tank and none of us want that do we!

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VIDEO GAMES CENTRE,
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Level 2-1

You need to spin to get speed up on these slippery tubes.

After finding the right place to jump onto this overhang it starts to collapse, so get your skates on!

Grab the hook on the wire or use the coiled tube below. The choice is yours, either way it's all very straightforward.

SPECIAL ZONE



Use the tube on the right to get into the room and stomp your way through bonus central.

SUMMARY

GAME NAME: Sonic the Hedgehog 3
TIME TO COMPLETE: 5 days
HIGHEST SCORE: 5,200,160
NUMBER OF LEVELS: 6
CHALLENGE RATING: Easy

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

SUPER RING



Enter from the right. There's also a handy 1-UP to grab for an extra life. Not a bad catch.

1-UP



Get in using the tube on the right after negotiating a steep climb. Nothing could be easier.

1-UP



Watch out for the bad guys who shoot you for a pastime if you're not extra careful.

The ball and chain poses a threat to our brave pair, especially when surrounded by Badniks. Try and take them all out before passing the ball and chain.

Grab the hook to be pulled across the crevice to safety and swing off at the end.

When you use the lift watch out for a flame-spitting head on the left.

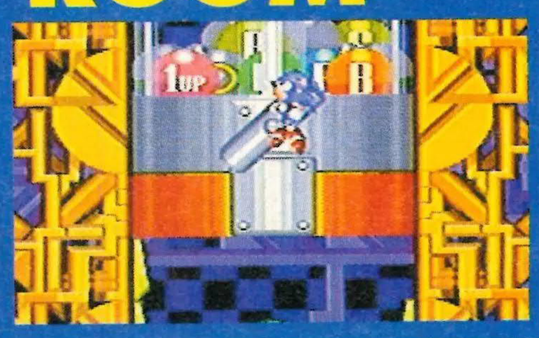
SPECIAL ZONE



Fight your way into this Special Zone room and have a field day with the bonuses.

BONUS ROOM

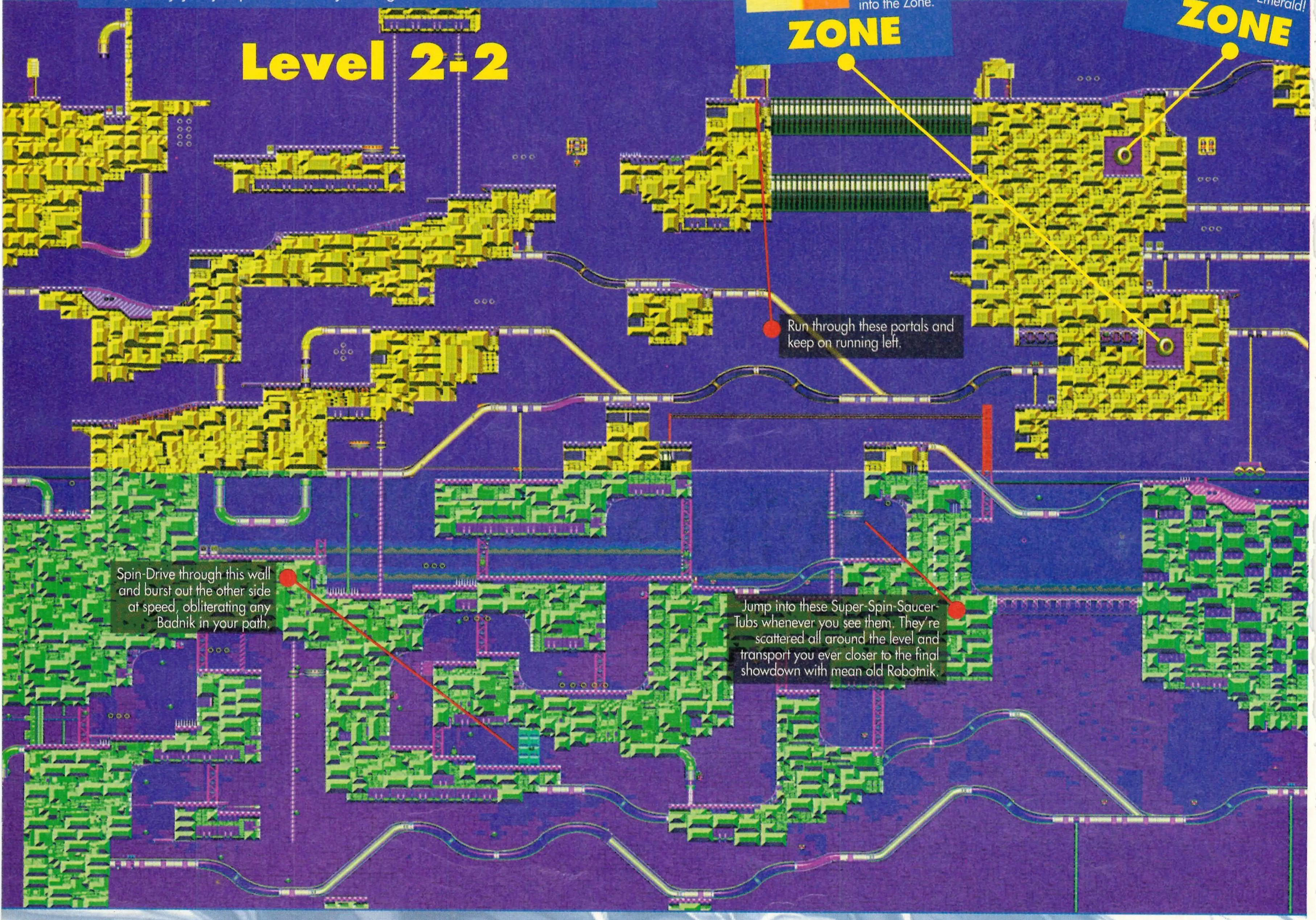
Collect 50 or more rings in a single act and jump into an activated star-post. On entering this bonus stage, you find a massive gumball machine, each gumball being a useful power up or 1-UP. Turn the crank on the machine to release a gumball. Then it's party time!



This is the final level. Unbelievable as it may seem, we've finally reached that sacred milestone. Who would have thought, 40 pages ago, such things were possible? Raise a glass and shout "Three Cheers" for the SEGA XS crew. We did it — a massive solution, fraught with perils, and that was just Mark's caption boxes.

Anyway, this is the ultimate level. Fall at this hurdle and you'll never forgive yourself. Nights will be broken by horrific nightmares about what might have been, if only you jumped that last yawning chasm with a bit more care.

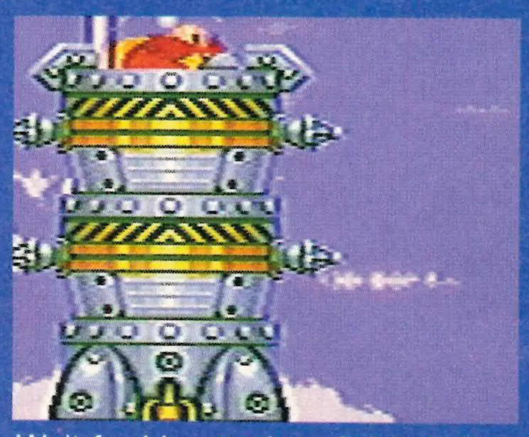
Level 2-2



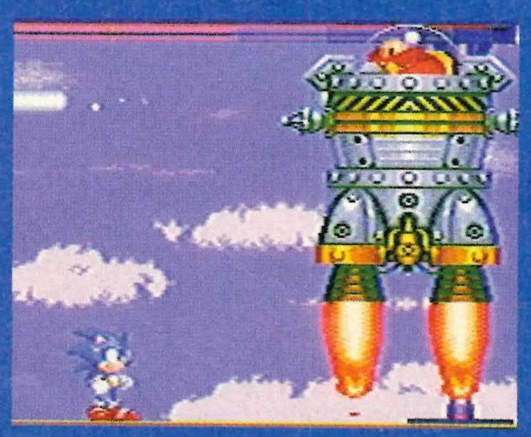
THE FINAL SHOWDOWN!



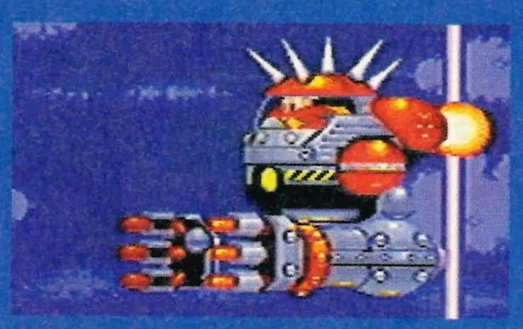
Jump up at Robotnik on the top-right and keep spinning into him to kill this robot. However, Robotnik's only warming up, this is the first of many showdowns.



Wait for his attack to finish before leaping in for the kill.



The craft has lost a section, keep going, he's nearly defeated.



The final guardian packs a powerful punch. Jump up at his face to bring him down a peg or two! Watch out for his massive claws and everything will be alright.

...AL
...jump
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Power-up Sonic with these handy TV sets that we didn't put in a Power-up box! The reason being they're only Super Rings, which aren't really vital at this late stage.

Once on these tubes, you zoom through the level at breakneck speed.

Let yourself get hit by the bumpers and then just go with the flow!

Hit these switches to activate sliding walls and platforms in the level.

Collect ten rings here.

Be sure to activate the re-start point as you motor by!

They think it's all over...





"You join me in the commentary box with Terry, as the game's final seconds tick away!"
"That's right Bob! Sonic has defeated the evil Dr Robotnik on his home turf. What a guy!"
"But hang on Terry, it looks as if we haven't seen the last of this evil, old Egg-head!"
"Oh! And why is that, Bob?"
"Well, to complete the game correctly, Sonic has to collect all the Chaos Emeralds! At the moment this appears beyond his grasp."



"Hang on it looks like you spoke too early, Bob! The lad's now gone all yellow and super!"
"I do believe you're right, Terry! What a guy, eh? What a guy!"
"That's right, Bob! The game's over and the crowd appear to be satisfied with the result. What a thrilling finish! Final Score: Sonic 5 000 000, Robotnik 0!"



It is now!



ROMANIA

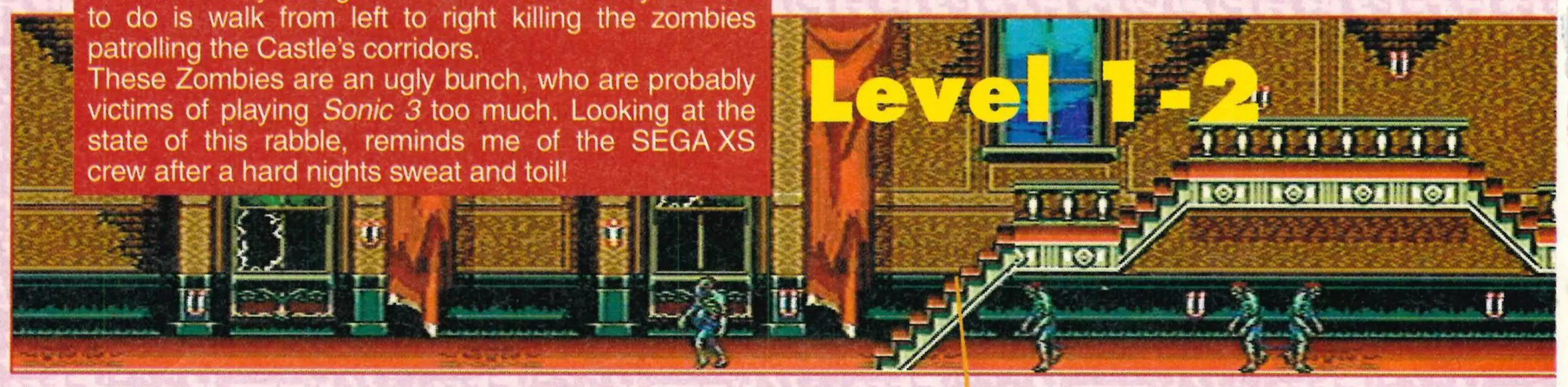
Your quest begins in Romania. A country famous for revolutions and Communist dictators — now overthrown. Although things don't seem to have improved since their removal. Careful, bit of politics creeping in!
This is also a country renowned for being the place where Dracula's castle's situated and this game certainly proves that. Zombies, bats, wolfs, vampires and more ghoulies than you can shake a stick at await you! Enter at your peril...



Whip these torches and pick up a juicy bonus. This can range from extra points to special weapons. Get whipping!

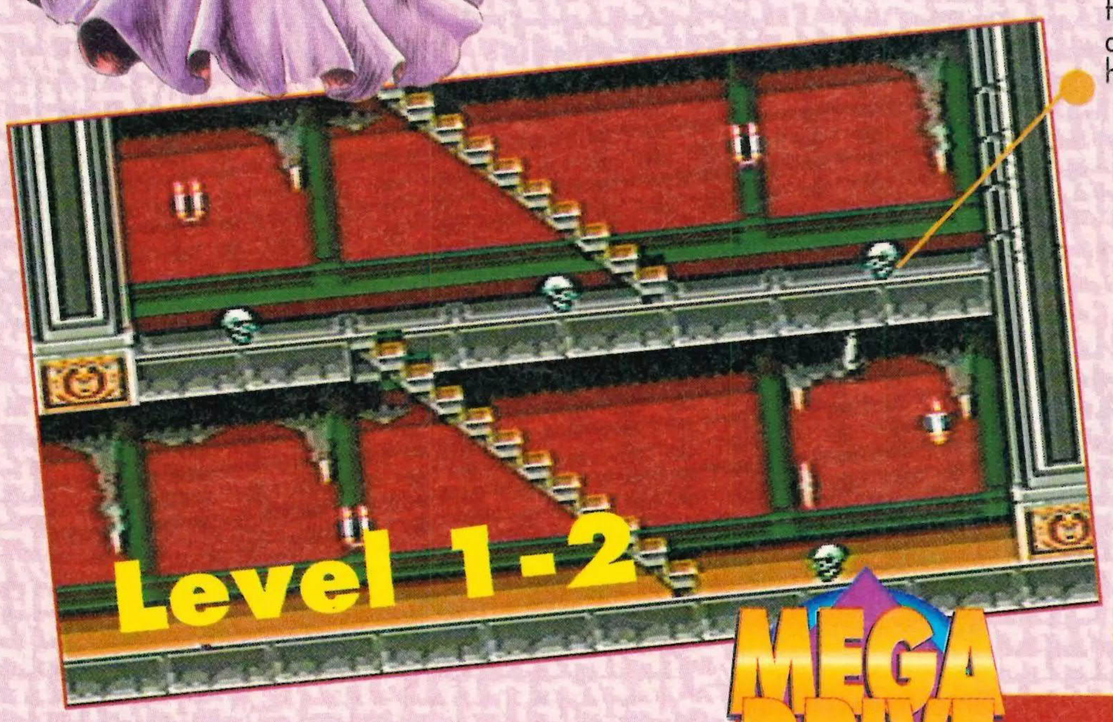


Right! This is it. Get ready to kick some Vampire butt! This is a fairly straight-forward section. All you have to do is walk from left to right killing the zombies patrolling the Castle's corridors.
These Zombies are an ugly bunch, who are probably victims of playing *Sonic 3* too much. Looking at the state of this rabble, reminds me of the SEGA XS crew after a hard nights sweat and toil!

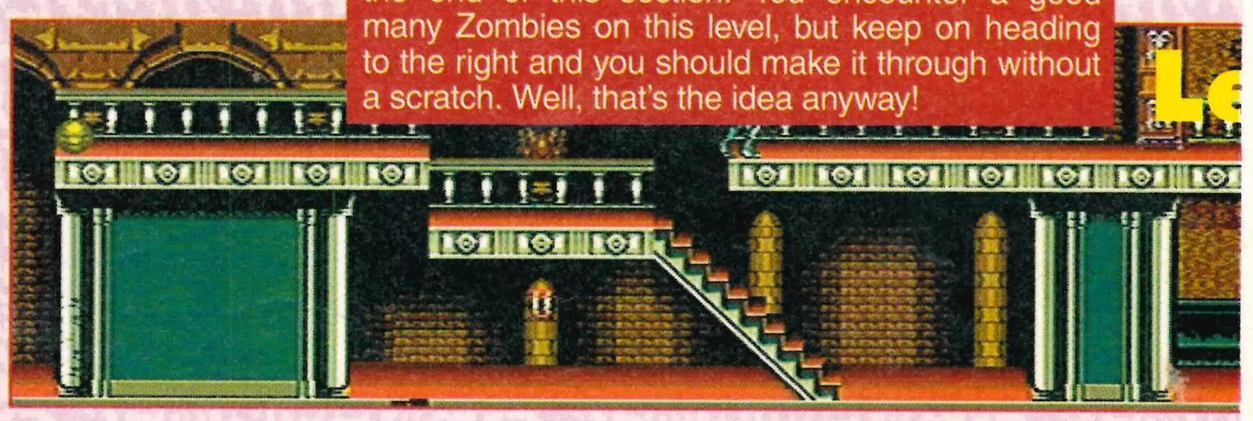


These rickety stairs may not look safe, but they're the best bet if you want to avoid the Zombies.

Skeletons emerge from the floor here. Kill all the baddies and collect all the bonuses hidden behind the candles.



You emerge here from the dangers of the piranha-man tank. Expect to meet a mid-stage guardian at the end of this section. You encounter a good many Zombies on this level, but keep on heading to the right and you should make it through without a scratch. Well, that's the idea anyway!



MEGA DRIVE

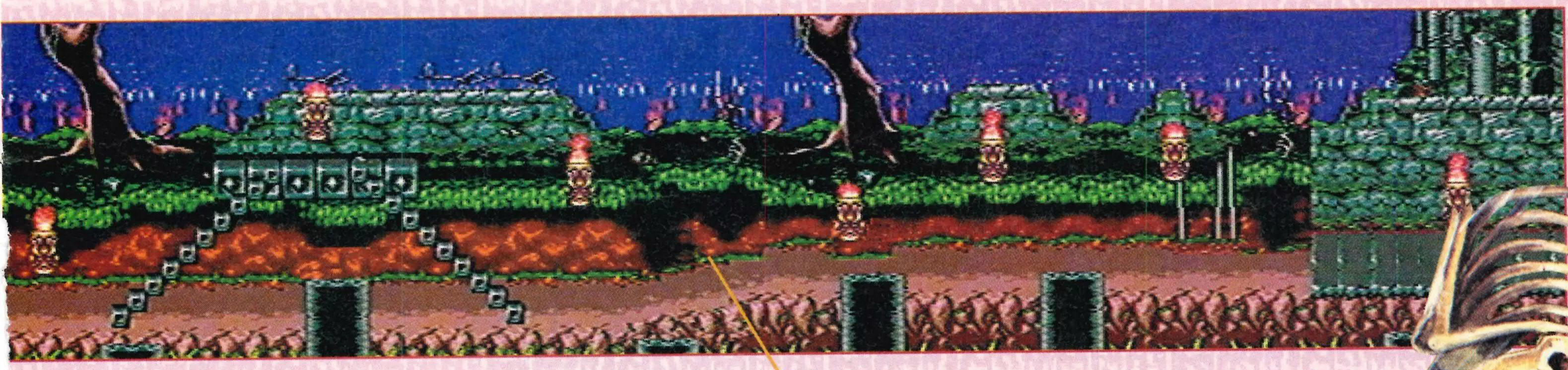
VERY SPOOKY PLATFORM ADVENTURE ● KONAMI

CASTLEVANIA THE NEW GENERATION

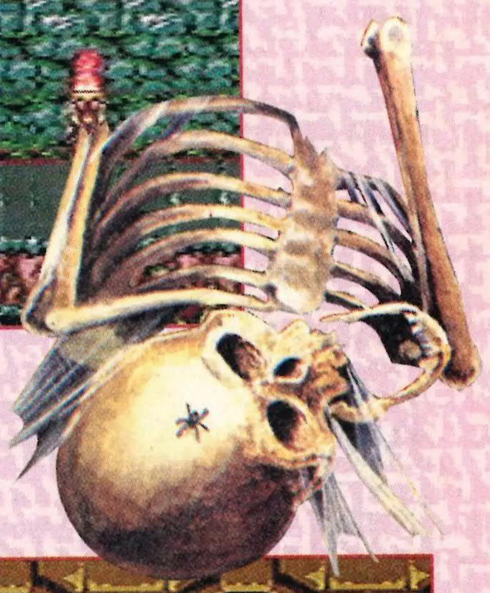
A smash hit (mate!) on the Nintendo systems, Konami's release of this little beauty on the Mega Drive isn't before time!

As we all know, the Mega Drive is far superior to the over-rated Super NES anyday, and this game proves it. Without any namby-pamby mode 7 to help it out, this game manages to dot a bit of rotation here and there (especially on level three). The game also gives us some crazy effects. You'll only see what these are if you play the game though, so I recommend that you all go out and buy it.

Hang on, no I don't! I get enough 'phone calls from people stuck on games without *Castlevania* adding to it all (Just joking!) Anyway, on with the solution...



Trudge along, whipping these torches as you go to collect loads of goodies. Easy-peasy!



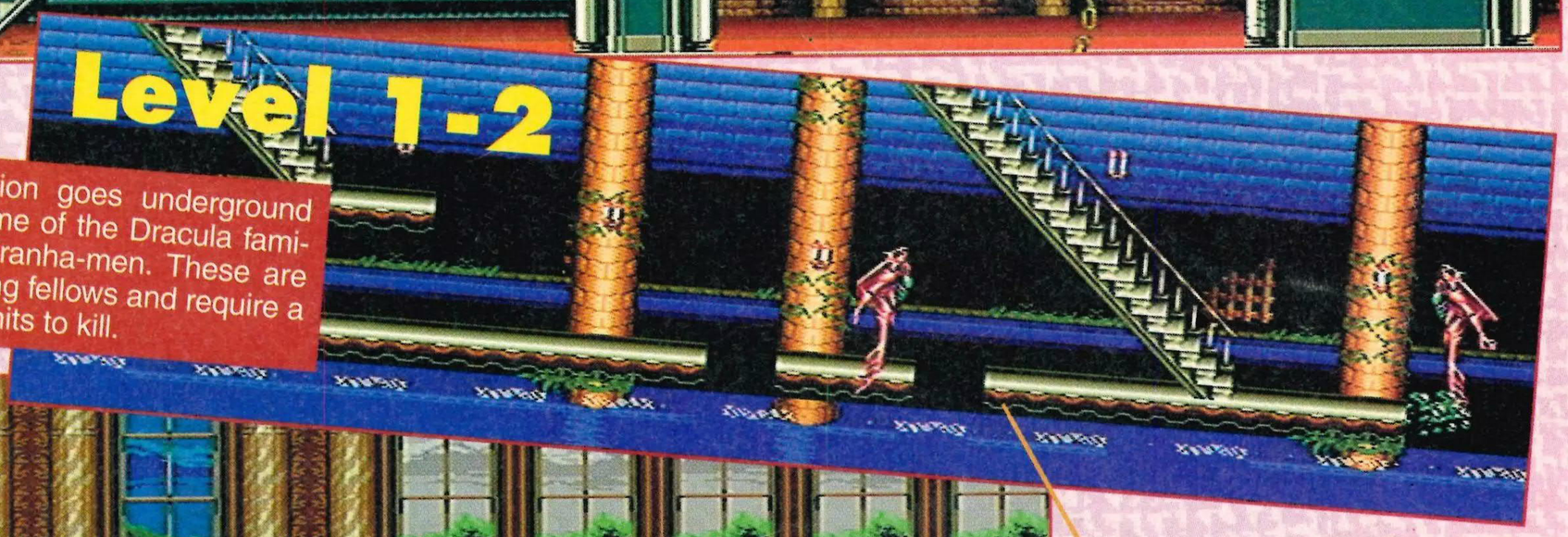
Walk across this landing, and, on the other side break the far-wall for a bonus.



This candle often gives you a tasty weapon to bash those naughty ghoulies with. It's a good idea to save weapons for the guardian's.

Level 1-2

This section goes underground to the home of the Dracula families pet piranha-men. These are feisty young fellows and require a couple of hits to kill.

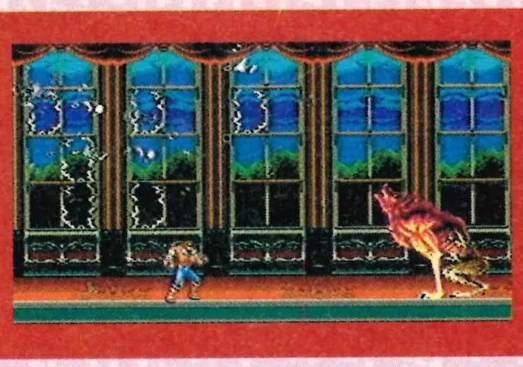




Level 1-2

Take care while jumping across these platforms as you die if you fall into the underground river. Remember to collect the power-ups hidden in the candles...

More candle-bustin' to be done here. Jump up next to the candle and press the fire button to destroy it. Then walk into the power-up to collect it. Simple, eh!



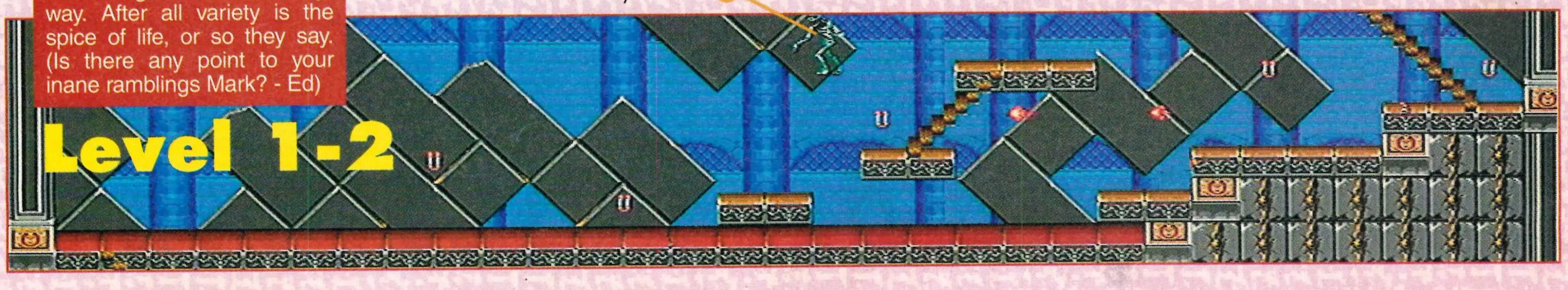
HELL-HOUND

Stand to the far-left of this hell-hound and destroy him with a special weapon. If you're weaponless, time your whips to coincide with his howls and then jump to safety.



The action's definitely hotting up now, but still no sign of any bloody Vampires! Will we see any on the next stage? Lets hope so, it gives me something to write about anyway. After all variety is the spice of life, or so they say. (Is there any point to your inane ramblings Mark? - Ed)

These skeletons make a variety of high-flying jumps as you approach, making it more difficult to kill them. It's a good idea to learn their manoeuvres before you attack.

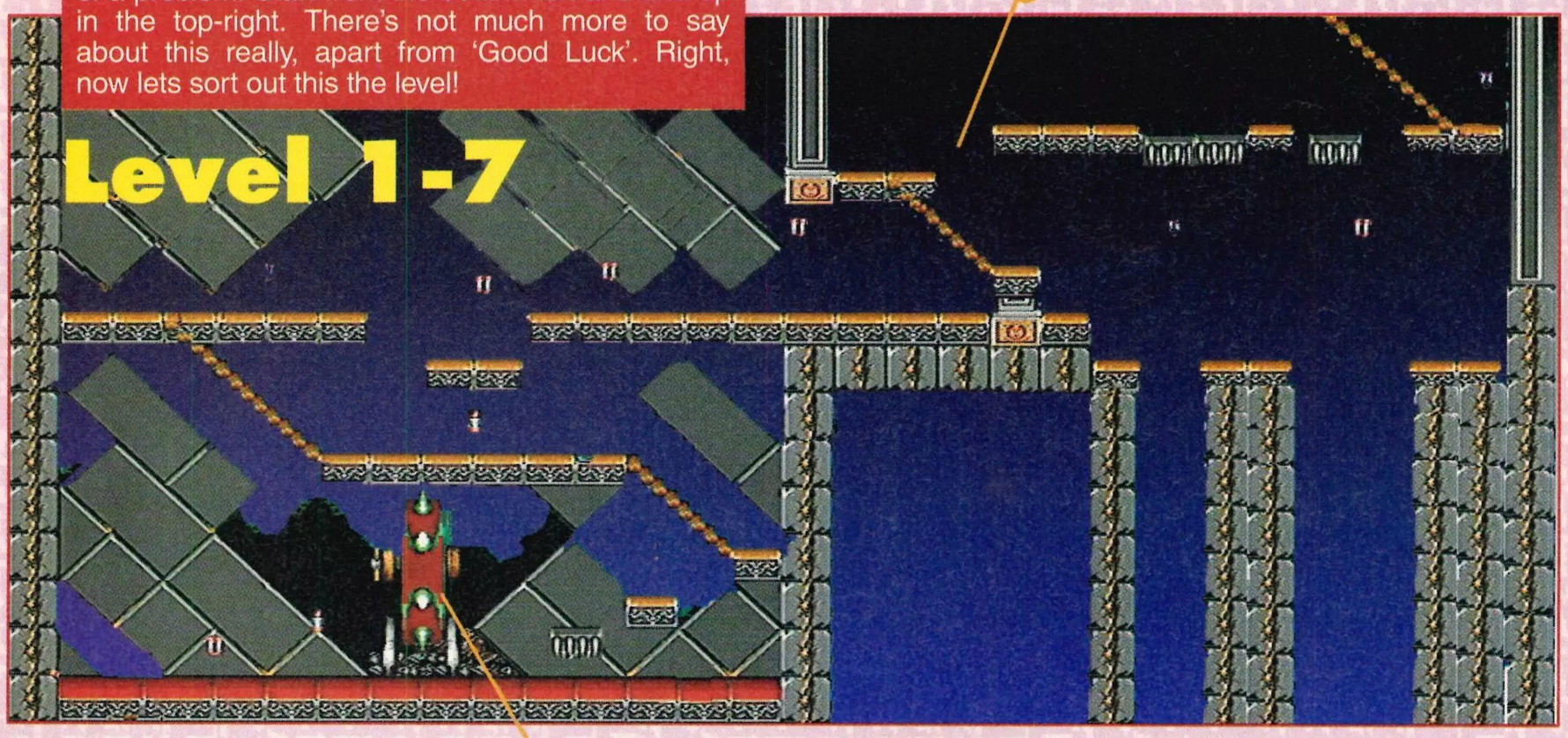


Level 1-2

Encounter many a demon from hell in this stage as well as a few rather nasty jumps to make. This isn't too hard to complete and shouldn't pose too much of a problem. Start from the bottom-left and end up in the top-right. There's not much more to say about this really, apart from 'Good Luck'. Right, now lets sort out this the level!

Level 1-7

A rather naughty skeleton swings a fierce looking morning star here. Use the whip when he pauses.



This big spike-wheel won't hurt you, it's part of the background. The rotating spike-platform, on the other hand, is a pain in the neck!

Level 1-8



MORE skeletons than you can kill. MORE candles than you can collect. MORE platforms than you can walk on. This level has it all, including a rather devious pendulum that needs to be jumped over and a ruthless morning star wielding skeleton. Apart from that, it's a piece of cake.

This level moves outside the castle and you have to ascend a huge skeleton before you can complete it. As the captions explain, the skeleton has a few tricks up it's sleeve for the unwary, so it's vital to be extra vigilant.

Level 1-9

Whatever you do, don't pause on this backbone. The bone segments give way when they're touched, so keep running!



Move swiftly through this section. There's plenty of beasties out to get you, but the quicker you are the more energy's left to face the guardian.

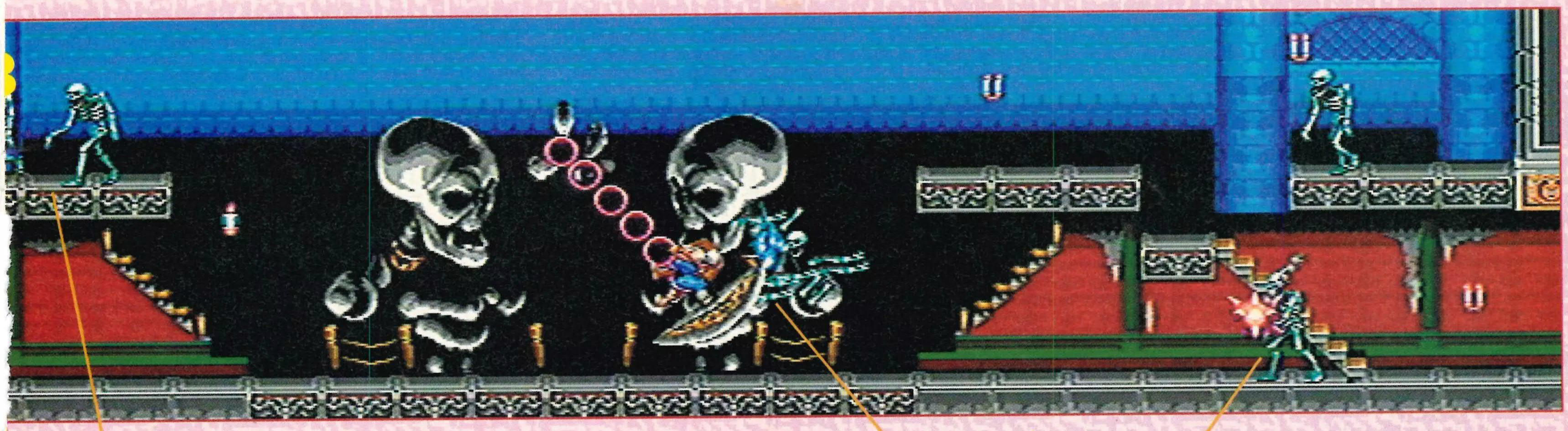


Level 1-11



'Now mortal, prepare to die! Let my evil teeth bite into your neck! Let my cruel hands rip out your heart! Let my big boots kick you in the shins! Let my huge, er, tongue rasp you to death! Let my...' Yes, yes, I think we get the message. This, if you haven't guessed, is the guardian and he isn't too happy to see you, I can tell ya!

If you haven't got a special weapon try the candles here. Remember a guardian's not so cocky when you're lobbing an axe at him!

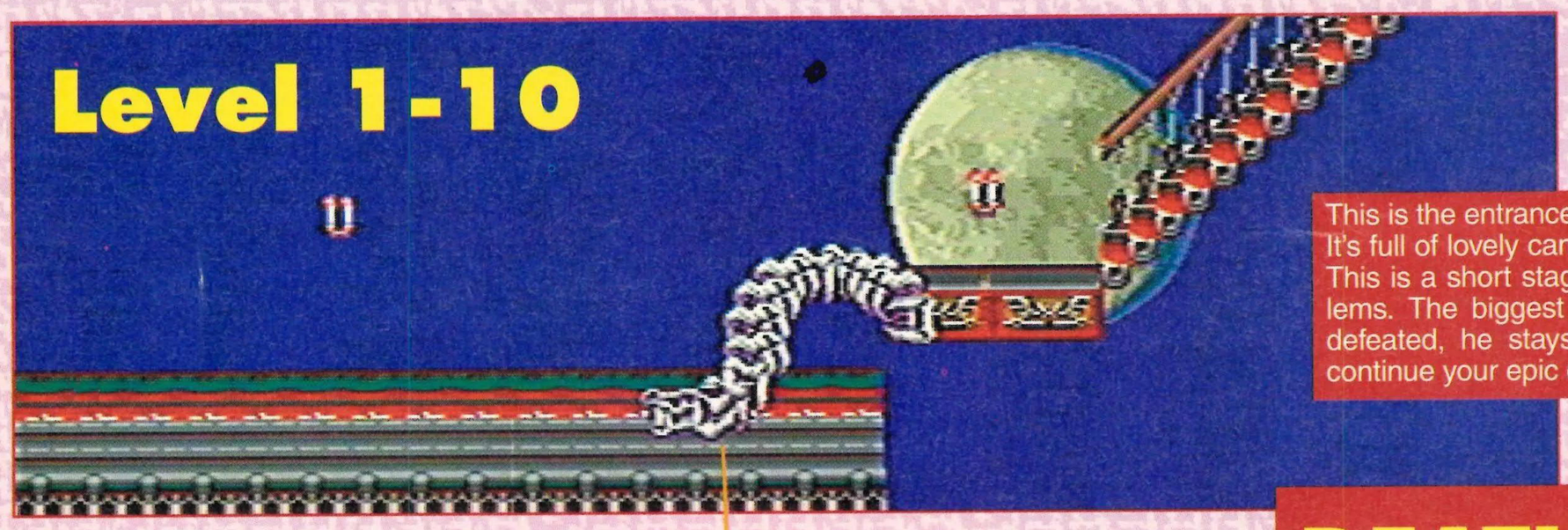


Watch out for the skeleton gang on this platform, these guys are at their most deadly when hunting in packs. Try running underneath the platform to avoid them.

As this pendulum swings towards you, jump over it. This is all about timing, but, if done right, you can kill the dumb skeleton chasing you.

The skeleton guarding the end of this section swings a huge mace that gets closer to you as it gathers momentum. Wait until the swing is at it's lowest point and give him a few whacks.

Level 1-10

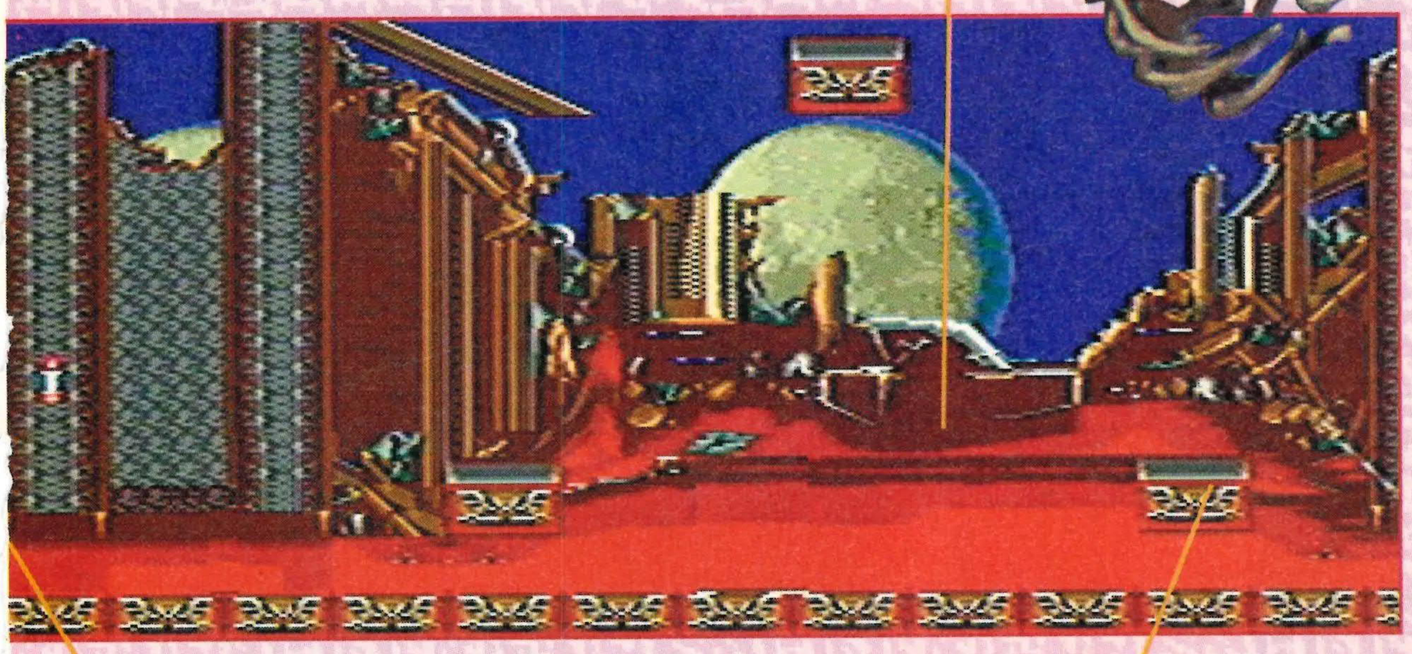


This is the entrance to Dracula's evil inner sanctum. It's full of lovely candles to whip and power-up with. This is a short stage and shouldn't pose any problems. The biggest trouble is the snake but, once defeated, he stays defeated, leaving you free to continue your epic quest.

This slippery customer takes a few hits before he bites the bullet, or, in this case, whip! Once he's out of the way jump onto the platform to the right and then ascend the stairs.



It is here that you meet the Death Knight (check out our Guardian guide to see what he looks like), very Monty Pythonesqe he is too. He reminds us of the character in *The Quest For The Holy Grail*. What do you think — answers on a postcard please.



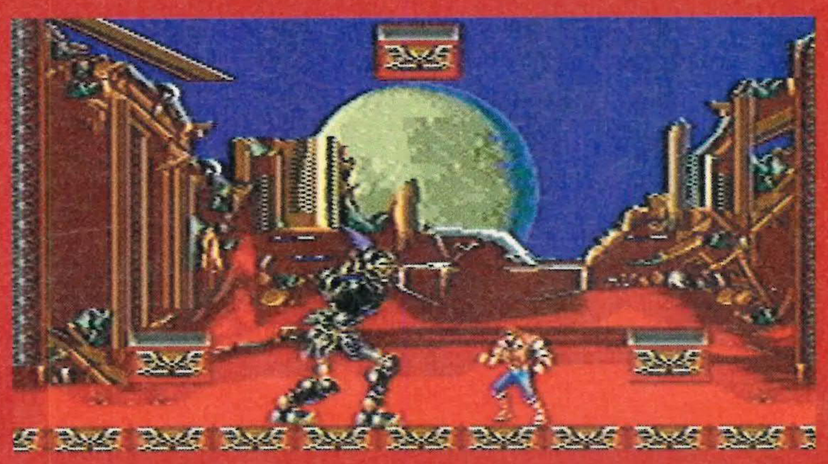
Always remember there's no shame in avoiding a confrontation. It's possible to jump any of the undead if they cause too many problems.

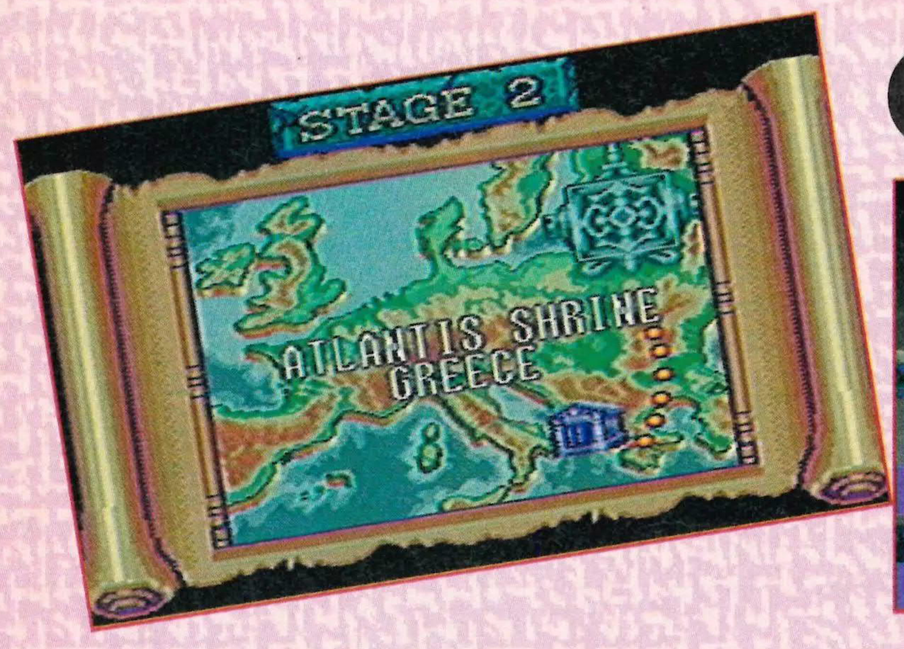
When the Death Knight appears it's possible to avoid his blows by cowering behind these platforms. Only the foolhardy launch mindless attacks!

DEATH KNIGHT

The Death Knight's easily killed; if you know how! Stand in front of him, firing away, and when he jumps over you, turn around and continue firing. Alternatively, stay at a distance and use your special weapon on him. He can't hurt you from a distance, but beware of his long jumping ability! As you whip away, parts of him will fall off. When he dies all that's left is a torso, his arms and legs are long gone!

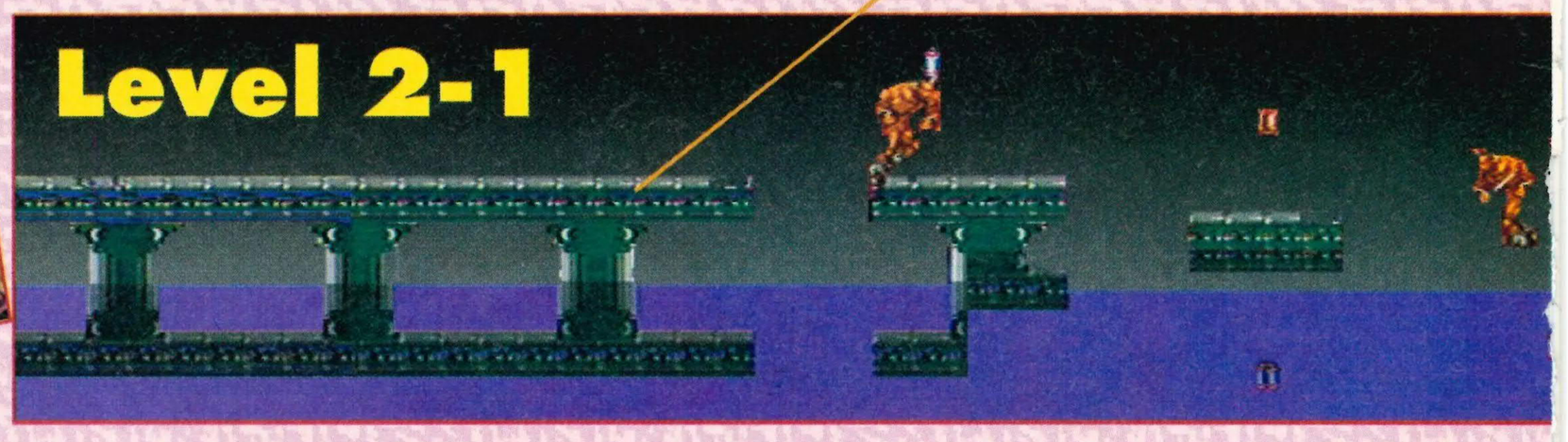






GREECE

Level 2-1



This is the first stage to include the minotaur. These beasts are half bull, half man, which explains why they're fairly slow, but keep coming back for more.Use the whip from a distance to sort them out.

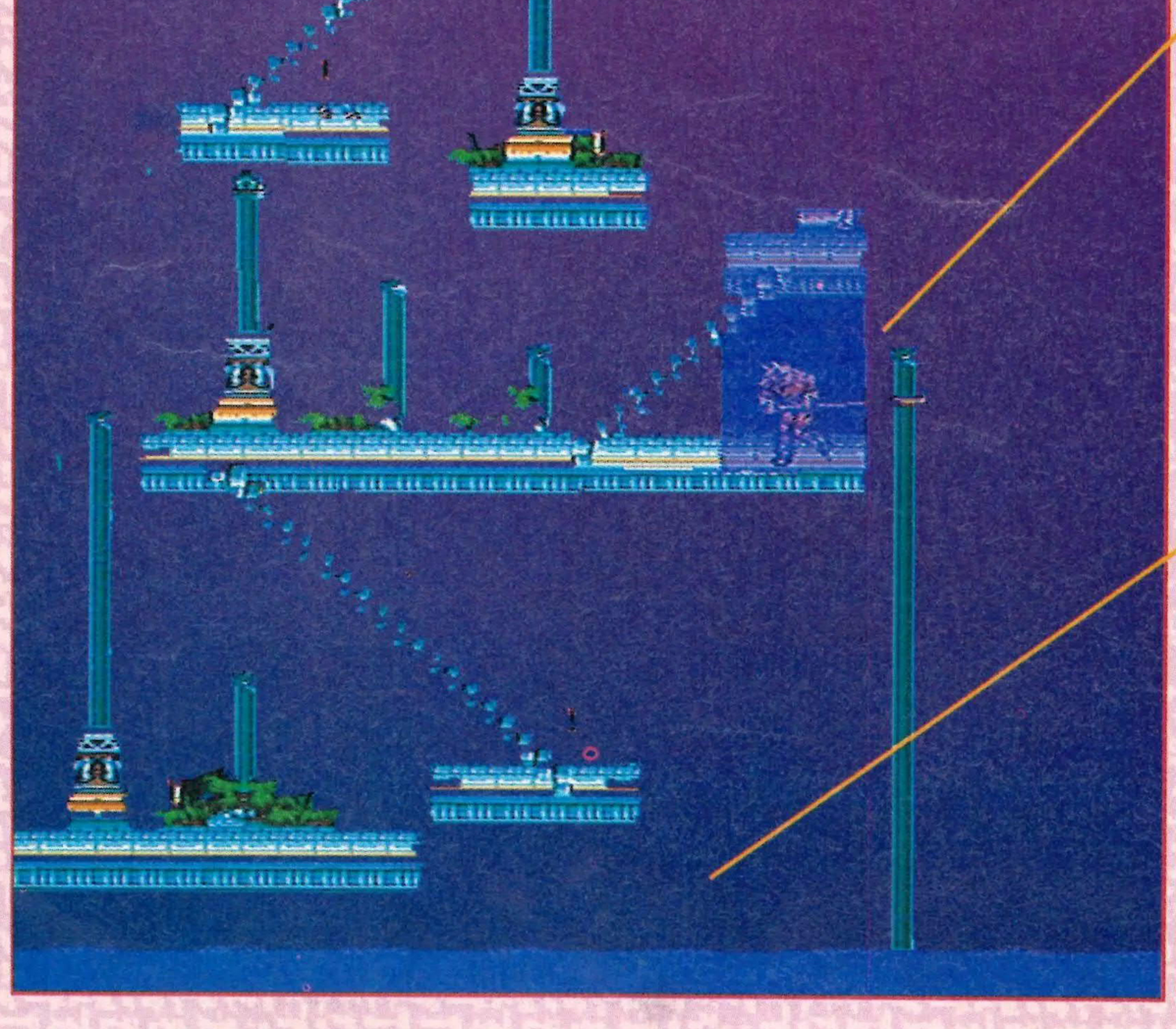


Dracula's pet Piranha-Men make another appearance here. Whip them to death before they have time to unfurl their enormous tongues and give you a good lashing!

The Minotaur guarding this platform's a real handful. He starts hitting you before you've even climbed the stairs. Wait for him to swing before leaping up and launching an attack. Don't forget, you have to be quick. The water's always getting closer!

Level 2-2

Climb up through the city in a race against a continually rising flood. There's many dangers here, but your main problem is killing the rather rude Minotaurs attempting to halt your brave progress. Remember, one fall means disaster if the water catches up with you! Gulp!



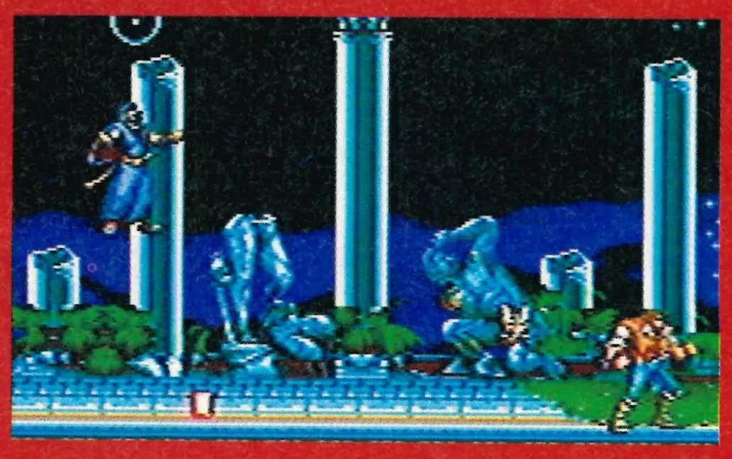
This minotaur can be a tad tricky to kill, so try running past him. It saves precious time.

Always keep ahead of the rising water. It's very dark and probably smells horrible, so try not to fall in it!

Level 2-3

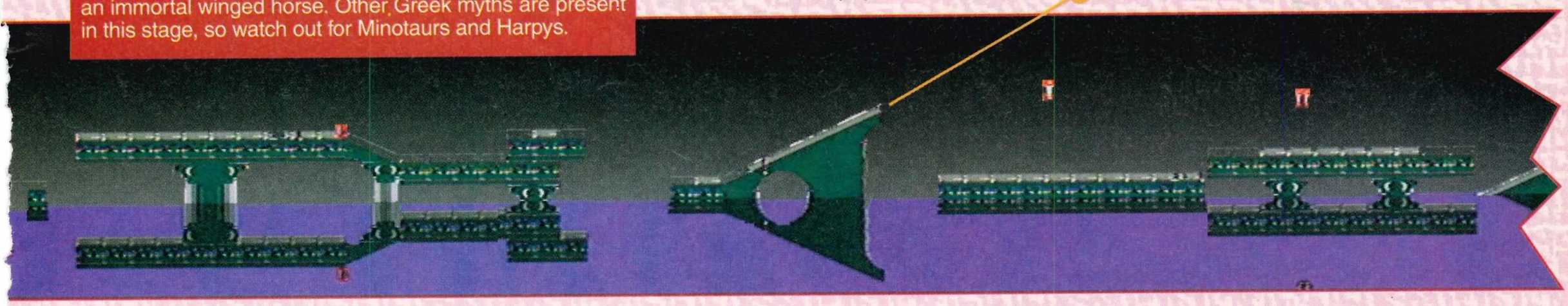
To kill this annoying person, leap up and diagonally hit him. Once this is done, he vanishes and appears again on the other side of the screen. Turn around and hit him again. This cycle keeps going until one of you falls. The rising water makes matter worse.





The second stage brings you into the ancient and mystical land of Greece: the home of legends of Greek myth such as Oedipus (Ask Mark about his complex!) and Pegasus, an immortal winged horse. Other Greek myths are present in this stage, so watch out for Minotaurs and Harpys.

Although it looks like you can walk off the edge of this platform, don't! Despite the short distance it needs a jump to reach the next platform.

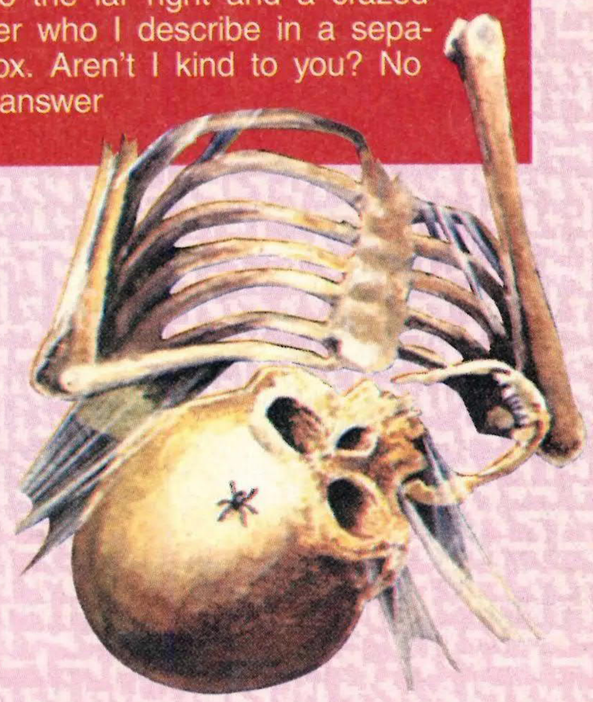


Level 2-4



Get ready to kill some crows. They fly into the air and swoop down onto you, so whip them beakless.

There's nothing to cause too much grief in this section. The only bother's a couple of birds to the far right and a crazed sorcerer who I describe in a separate box. Aren't I kind to you? No don't answer that!



KNIGHT, KNIGHT!



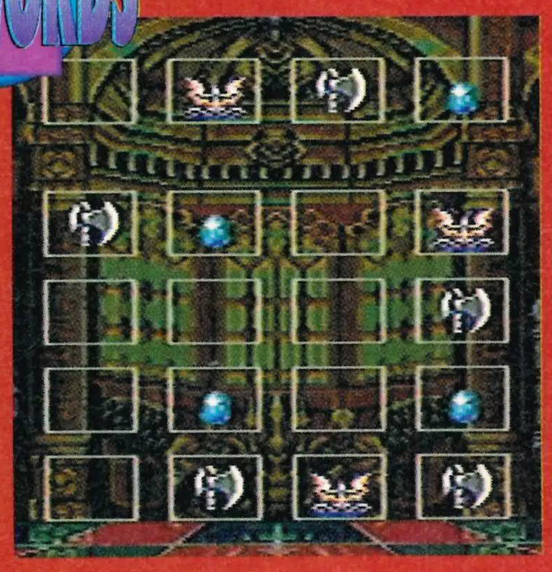


Although only one's evident here, there are in fact two knights to deal with. Being a poor, humble staffwriter, I was pretty intimidated by these two bozo's. How do you kill them? Well, it's quite simple really. Stand right next to the first one and simply whip away (as shown in the top picture). As for the second one, use a special weapon on him, while standing at a distance. Ten hits later and he's a goner… It takes time, but it works.

PASSWORDS



GREECE



ITALY

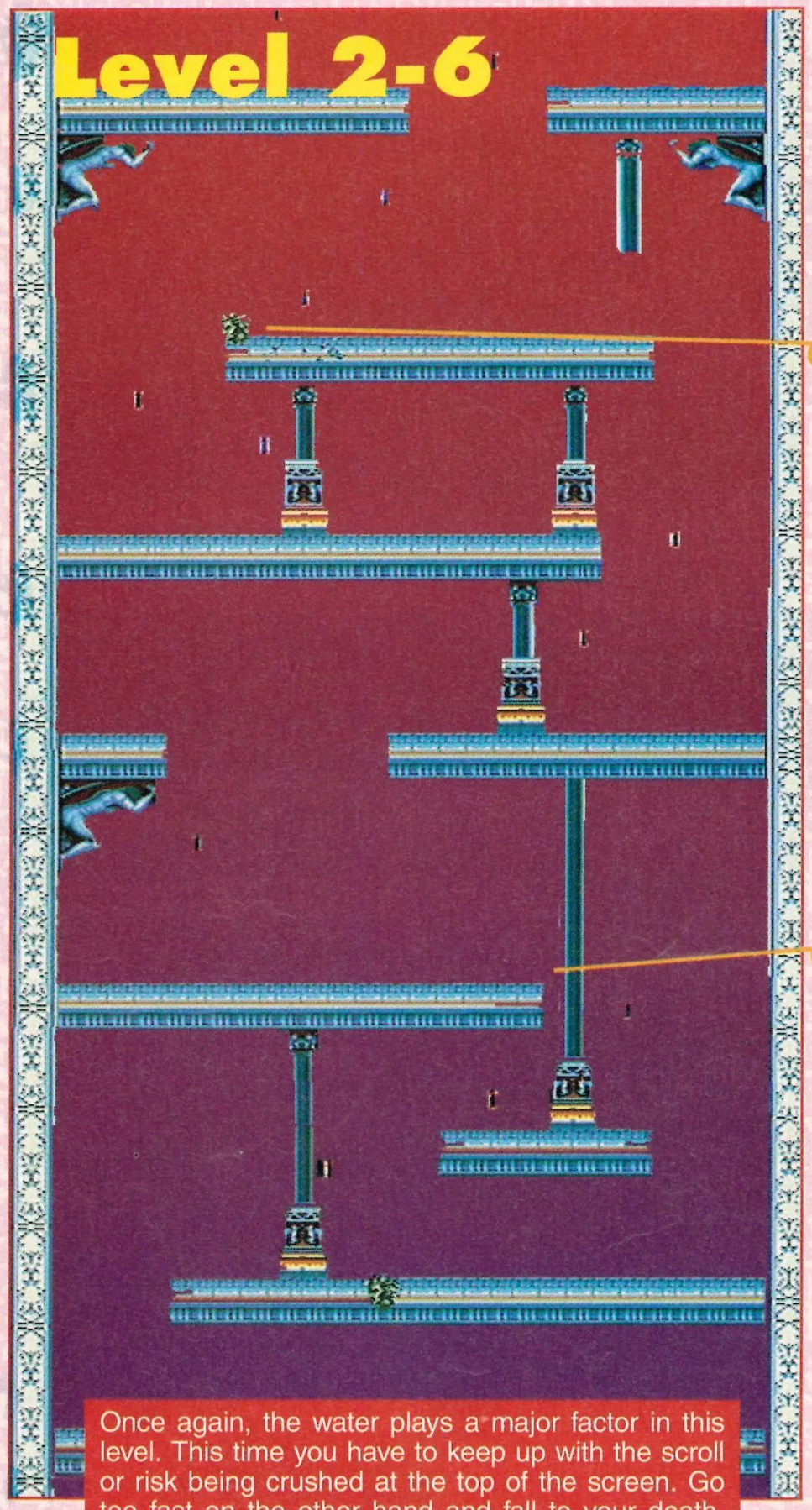
After killing the two knights, walk to the right and descend the stairs. Where are you going? The answer, my friend, isn't blowing in the wind, but rather over the next page…

Cunningly press diagonally down to descend these stairs.



Level 2-5

Level 2-6



Jump onto a floating platform. Watch out for the floating Medusas heads. Duck under them, or jump them, if your whippings not up to scratch.

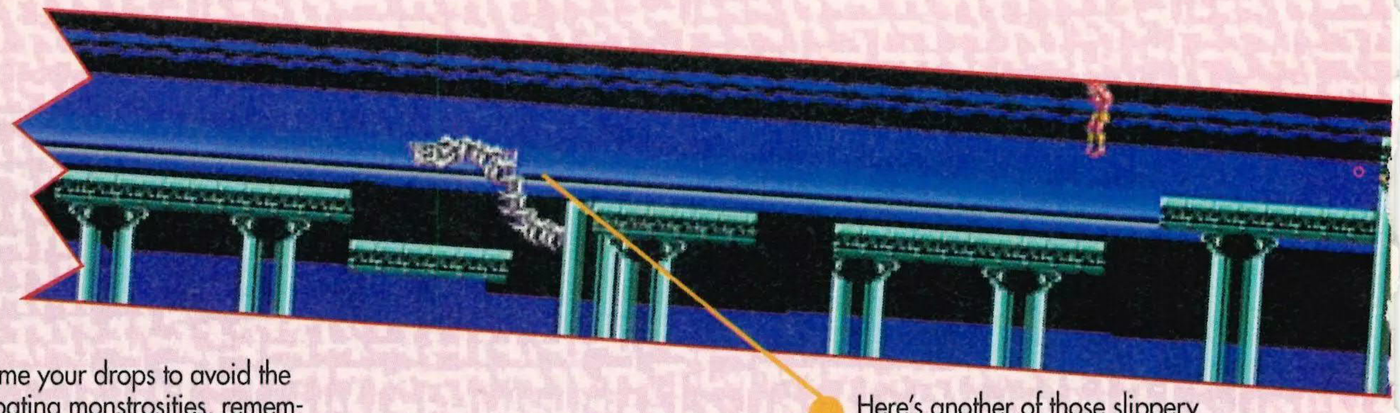
Time your drops to avoid the floating monstrosities, remember what they say, one look from Medusa and you turn to stone.

Once again, the water plays a major factor in this level. This time you have to keep up with the scroll or risk being crushed at the top of the screen. Go too fast on the other hand and fall to your death. Use the floating platforms to aid your journey and you just might be home for tea!

Level 2-7



This area features a rather nice falling statue head and most impressive it is too! Gobsmacking! Other than that it's all a matter of keeping a cool head and taking everything slowly and carefully.



Here's another of those slippery customers! Whip his head a few times to kill him.



Get a power-up here to help as the level gets more frenetic.

Level 2-8



Whip these candles and collect the power-ups. If you dare! Ha, Ha, Ha!

These two minotaurs charge full pelt at you, so get in first and whip them to death.

There's plenty of opportunities to power-up in this level as you can tell by the amount of candles scattered around. There's still no sign of Dracula, but keep an eye out for him as he might pop up at anytime! As well as all the candles scattered around, you also have, rather unluckily, some pesky minotaurs to deal with. There's always a downside!

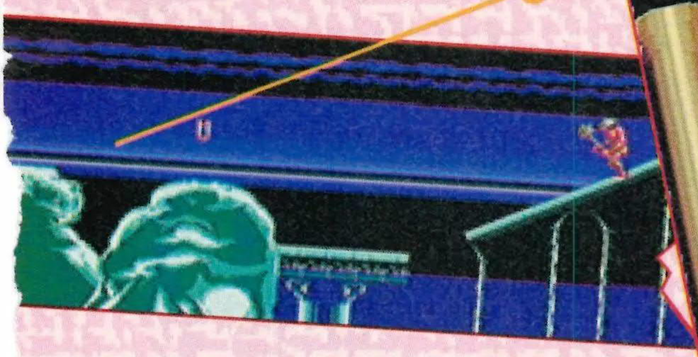
GOLEM



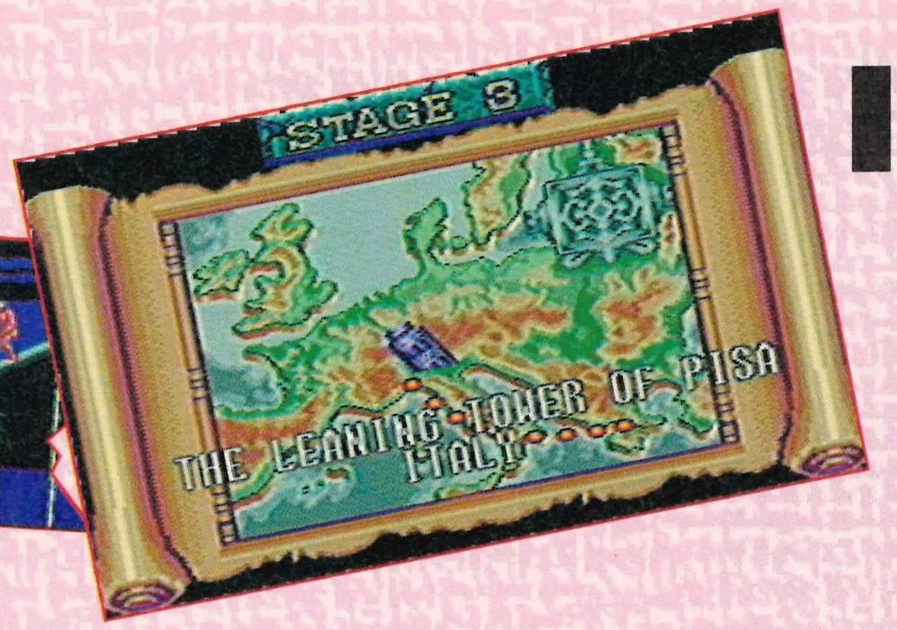
To give this beast a good spanking, stand in front of him, jump up and whip his body. When you've done this whip his chest and lastly his head. Keep an eye on his energy bar to see how you're doing and watch out for his vicious fists of fury.
Also watch out for the falling rocks, avoid these by walking left or right. This is a bit of a depressing guardian really, because when he's near death he scratches his head in obvious pain. Anyone of a sensitive disposition will find this most distressing. The poor devil almost seems human.

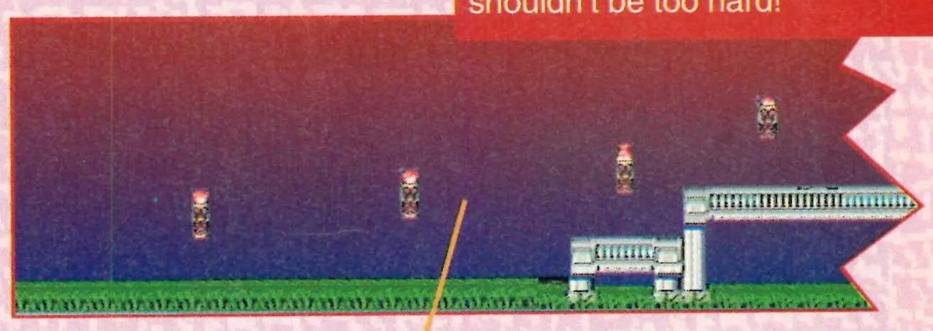
ITALY

Ahhh - Italia! World-famous for it's pizzas, Ferrari's and smelly canals. Start this level outside the world famous Leaning Tower and battle through legions of evil creatures. It shouldn't be too hard!

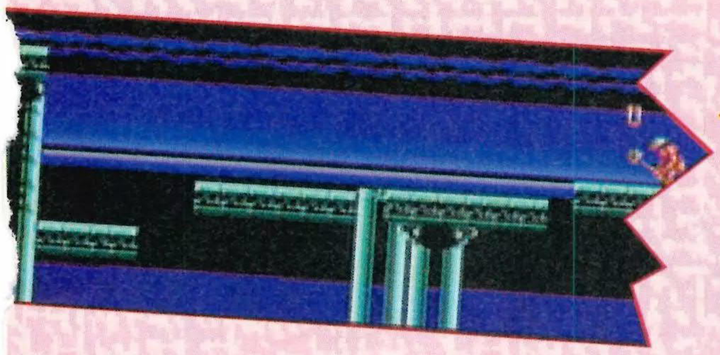


Whip Cleopatras (well, it is isn't it?) neck and her head will fall off! You can then walk over her stump and continue.

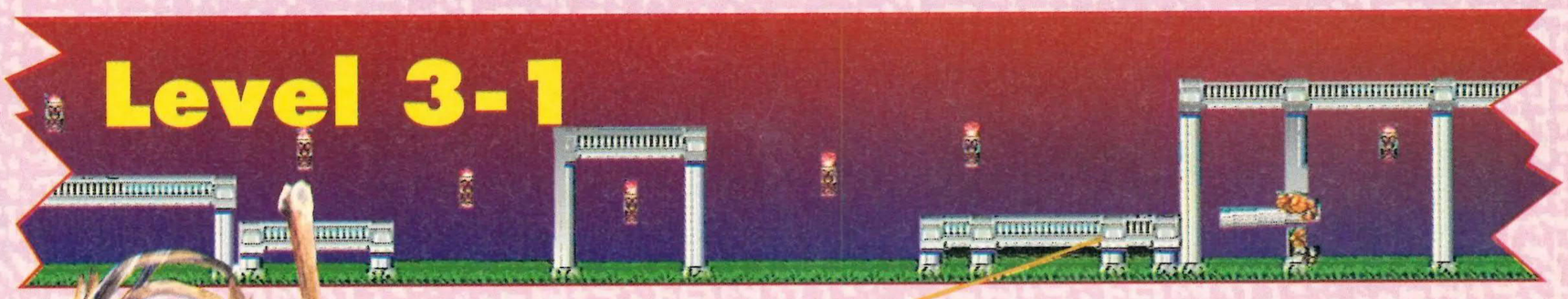




Watch out for the harpy's that swoop down on you. The best bets to keep running.



Level 3-1

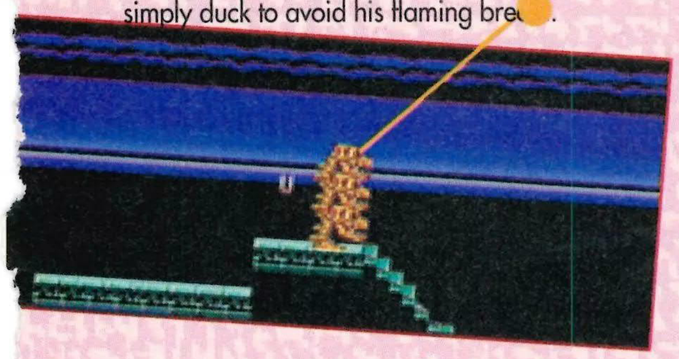


This minotaur will attempt to play a bit of baseball with your head. Keep your distance and give him a good whipping.

Take a bash at this candle, a power-up's handy as this stage progresses.



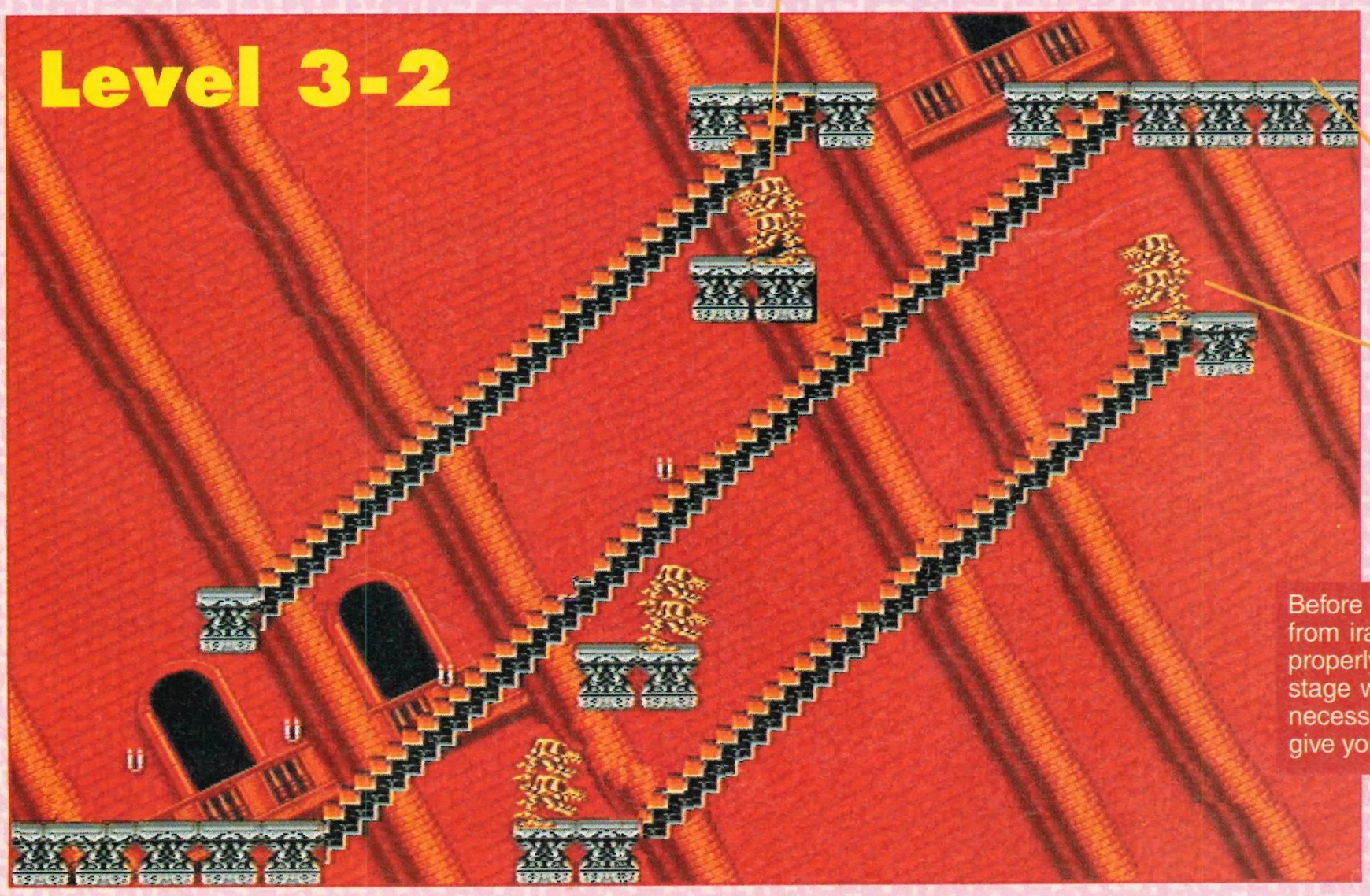
These Demonic-Dog-Heads stand between you and the end of the stage. If you have a special weapon stand on the lower platform and keep firing. When the beast fires simply duck to avoid his flaming bre .





Watch out for the energy balls these skeli-dogs spew.

Level 3-2



Walk across here to finish the stage.

Kill these Dogs-heads before you walk past them.

Before I receive thousands of letters from irate readers that I didn't map this properly, I already know! The actual stage was so huge and similar it wasn't necessary to cover it all. This segment give you an idea of what's what.

Level 3-3

Following the last maps little, ahem, sniping, here's another one. Again, because the full map was just too big to fit in, I've only included a portion of it. The main problem you have is the Harpy's that fly down and attack you.

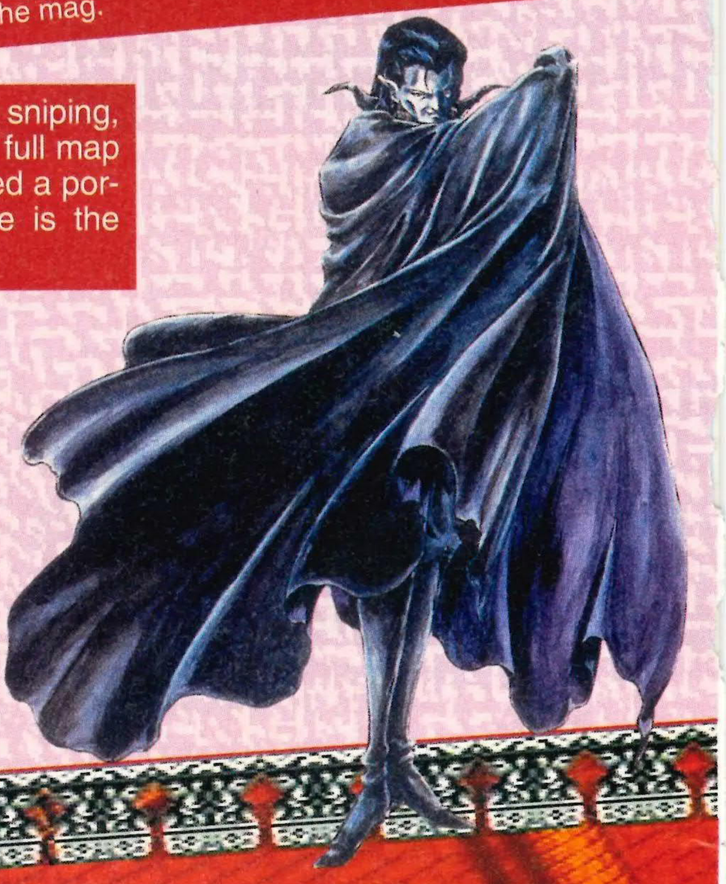
Handy-hint no. 137: jump up a few platforms until you see a ledge leading to the right. Walk through to skip a stage!

A few more candles can be plundered here...

SUMMARY

GAME NAME: CASTLEVANIA
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 6
CHALLENGE RATING: HARD

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.



I'm very concerned about this stage. What are Egyptian mummies doing in the leaning tower of Pizza? Did they emigrate or something? Very strange... Anyway, this level has you using your whip to swing across sheer drops.

Level 3-5

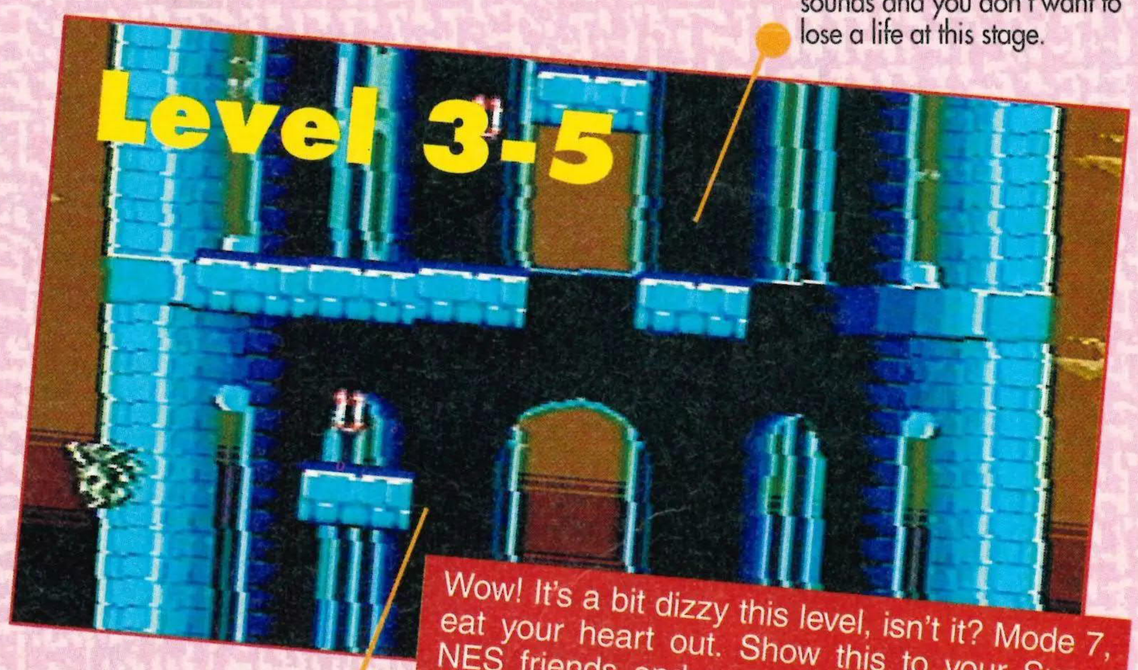
You need to use your whip to swing across gaps like this.

Remember to take things easy and stay on the platforms. This isn't as simple as it sounds and you don't want to lose a life at this stage.

OUR HEROES!







Collect the candle power-ups and kill the medusa heads. Sorted.

Wow! It's a bit dizzy this level, isn't it? Mode 7, eat your heart out. Show this to your Super NES friends and make them jealous as you start on an epic climb to the top of the tower. Watch out for the Medusa heads as you go, and make sure you don't get caught out by the section's scroll!

Level 3-6

When you get here, ascend the stairs to exit this grand old stage.

A bat swoops along here, so be prepared! Think first, shoot later! Always be prepared.

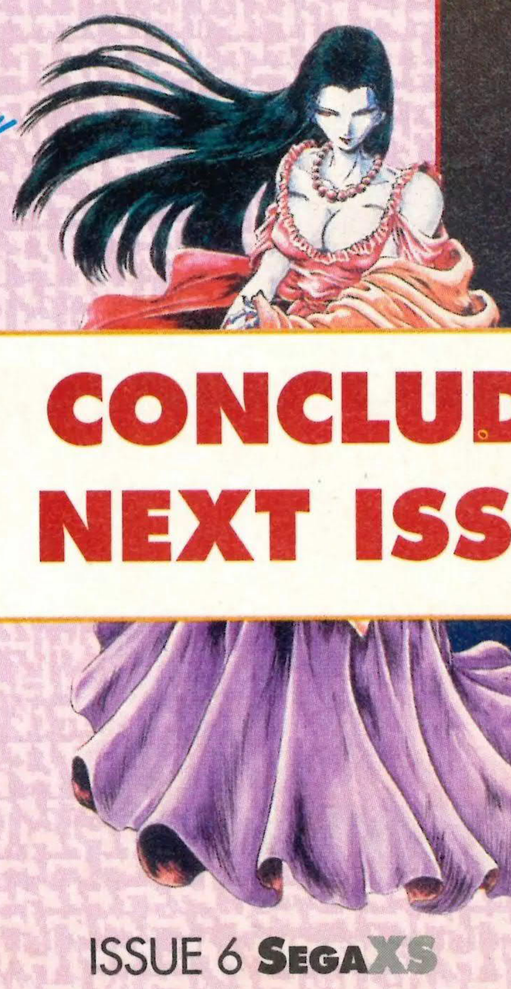
Those mummies are back again, and this time they're badder than ever! This level is similar to the one before, take out the Mummies as they come at you, but avoid any unnecessary confrontations.



Cartridge supplied by:
KONAMI
Tel: (0895) 853 000

When jumping up these platforms, try to stay in the middle as much as possible.

Avoid the diving Harpys here. If they hit you it's curtains!



Level 3-7

For some reason, you're outside the tower and have to get back in again by jumping on these platforms. Are you up to it? Have you got what it takes? Do you feel lucky, punk? On your way up, remember to watch out for the pesky Harpies that try and knock you off your platform. A few swings of your whip should send them packing though, leaving you free to go, go, go!

CONCLUDED NEXT ISSUE!

GODS

MEGA DRIVE

ACCOLADE ● PLATFORM PUZZLE





Greetings one and all and welcome to Ancient Greece in the latest stormer from Mindscape. The task at hand's to bravely battle against all the odds, through four awesome levels, each containing three challenging worlds.

The prize is a chance to join the gods themselves in immortality, eating Ambrosia and sipping nectar in the lap of luxury. Only the quickest and strongest warriors can succeed in the footsteps of Zeus and Hercules to claim their glittering accolade. But don't despair mortals, you can prevent *Gods* becoming a Greek tragedy with this fully mapped solution from the living legends here at SEGA XS!

THE CITY

This world's basically designed to give you a little time to get used to the controls and puzzle-solving techniques. There's plenty to look out for though, like the swooping flying beasties. Throughout the game, these pesky bird-brains test your itchy trigger finger. To complete this world you need to find the treasure key and collect the world key from the treasure room.

Level 1 Object



This ceramic pot is the item to look out for in World Two. Taking it to the stores gains the world key, and the rest should be plain sailing.



Throw this switch and enter the treasure room. Collect all the goodies and add the world key to your inventory.

Throw this switch before collecting the treasure key. On returning the switch to the up position, a section of floor opens up below enabling you to enter the bonus room.

At this point prepare to be attacked by lots of fliers, so stay alert and keep shooting.

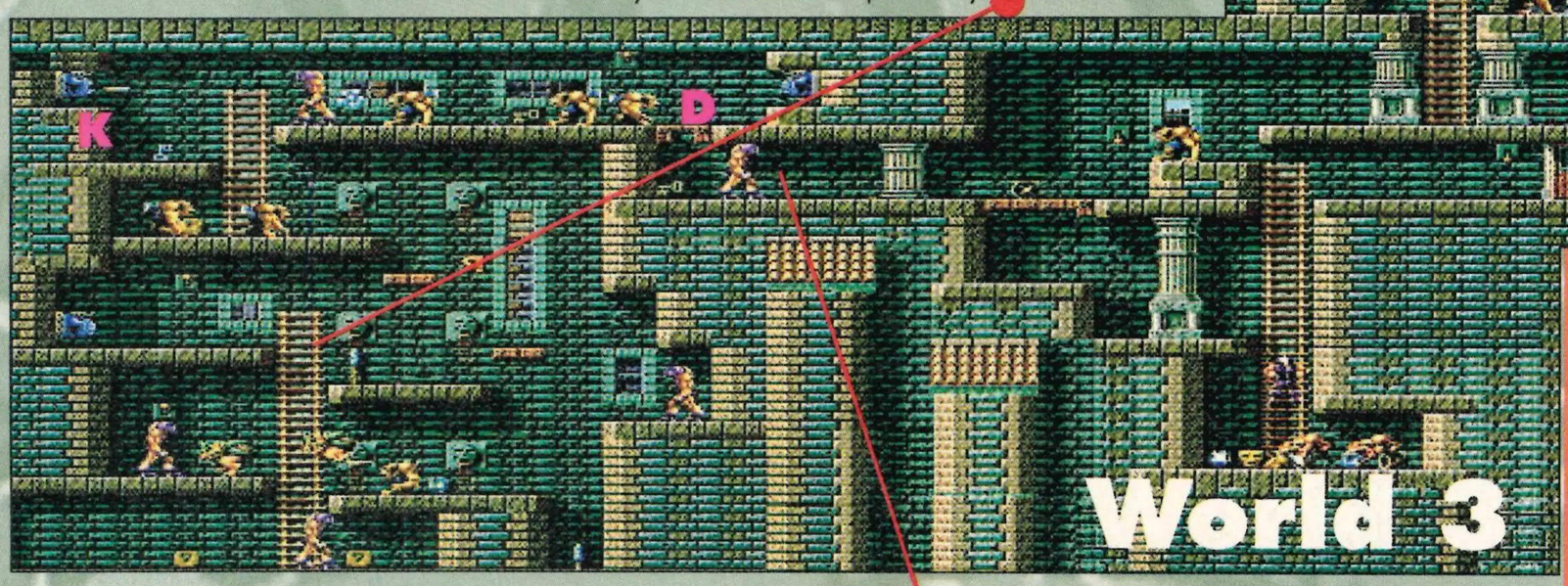
Arm yourself with this dagger and let 'em taste your steel.

Turn to face the lever and press the B button, this disables the spikes so you can pass. Before going on, return the lever to the up position in order to gain entry to the bonus room.

The teleport room brings you to this point. Here you find the trap door key you need to go down to the guardian's lair.



After walking around this part of the level, killing baddies and experimenting with levers, a teleport stone appears. This takes you up two floors so you can collect the trap door key.



Throw the switch and go down through the trap door. Kill the thieves and the treasure key falls from one of them.

There are many ways to complete this world but common to all solutions is the need to collect the teleport key, the treasure key and the world key. Within the world there's a lightning bolt weapon which makes it much easier to defeat the level guardian. If you kill the guardian without collecting the lightning bolt, you receive a treasure chest bonus.

To get through this level you need to perform the task of collecting a ceramic pot and taking it to the stores. At several points along the way you're under a barrage of fire from endless numbers of beasties. Stay alert and keep firing, but remember, if left alone, thieves can help. Better to kill a thief when he's got something you can pick up and use. You know it makes sense!



Add the pot to your inventory and head for the stores to deposit it.

Teleport Room



Move the lever to the right of the ladder back and forth, this releases the teleport stone. Walk into it and be transported to the teleport room. Collect the extra pot and add bonus points to your score. The stone in the teleport room takes you back to the main world.



Go this way first in order to collect the trap door key.

Shoot the two creatures and gather the invincibility from one of them. Now walk through the spikes in front of you without energy loss.

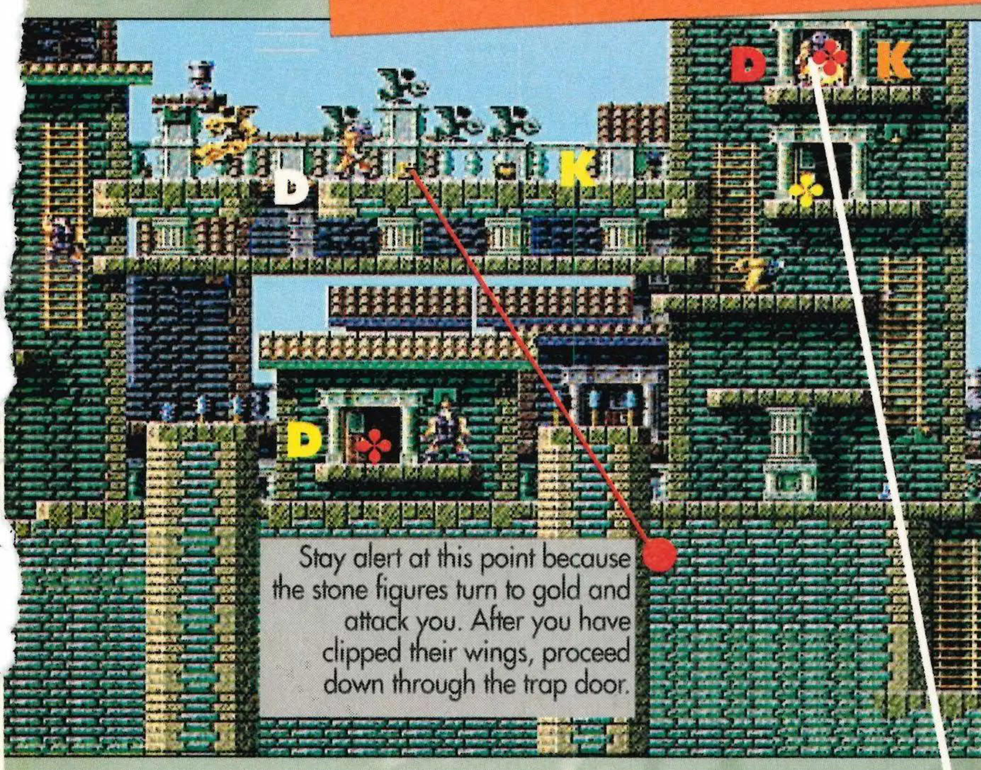
World 2

The Stores

Go to the right of the stores and, as if by magic, the World Key drops down. Pick it up and the pot you collected earlier returns to it's home. Exit the room and head for the end door, flick the switch and World Two's completed.

Jump down while pressing left, aim to land on the floor outside the treasure room. Go inside and collect the store's key.

Throw this switch to exit the world. As you walk through a flashing gem calls out the shopkeeper. He has an array of power-ups and weapons for you to purchase and use at a later date.



Stay alert at this point because the stone figures turn to gold and attack you. After you have clipped their wings, proceed down through the trap door.

After sorting out the guardian, climb the ladder and pay a visit to the shop. Buy power potions and lots of power-ups. Go through the door to exit level one.

Guardian



The Centurion guardian is big and tough, although he's the easiest guardian to defeat. Note where his fireballs bounce the highest and stand there. Move backwards and forwards as he does firing all the time. Don't get too close because one swipe of his huge sword and you're mincemeat.

Treasure Room



There are some nice power-ups to be had in the treasure room, as well as extra weapons for the epic final battle with the level guardian. On exiting the room collect the world key and head for the trap door three floors below — Be vigilant!

THE TEMPLE
WORLD 2 CODE NASHWAN

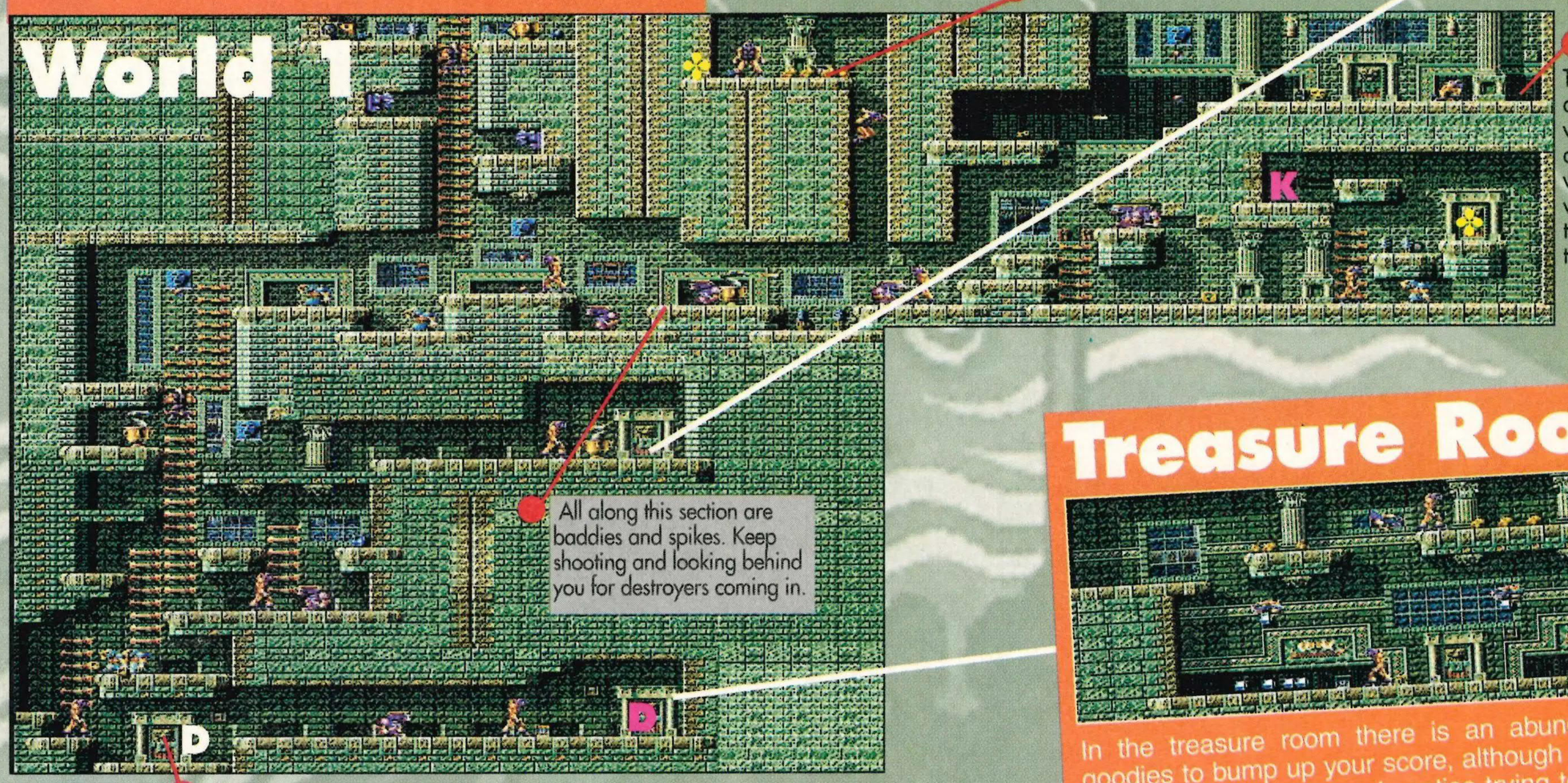
The world key is located in the gem room on a high platform. Bring the three gems to the room, this lowers the platform so you can reach it. Energy is very important in this world so stock yourself up in the shop beforehand and take any opportunity in the game to capture power-ups. In order to save energy, climb down even the shortest of ladders instead of jumping.

The teleport room brings you out here. Collect the treasure and add the trap door key to your inventory. Make sure you've plenty of energy before you attempt the jump down, if you haven't, expect to lose a life.

Gem and Bonus Rooms



Dotted around the main map are three gems that must be brought to the gem room, one at a time, in order to gain the World Key. Two of the gems are found in the lower part of the map, being carried around by thief beasties. The other's found at the top of the first ladder. In the gem room there's a teleport stone held up by a trap door. Switching the lever up and down a couple of times brings the stone down, taking you to the bonus room.



Turn to face the wall at this point and press the B button as if you were switching a lever. This will activate a hidden switch which will open the first trap door in the world, enabling you to get to the teleport room and also collect the treasure key.

All along this section are baddies and spikes. Keep shooting and looking behind you for destroyers coming in.

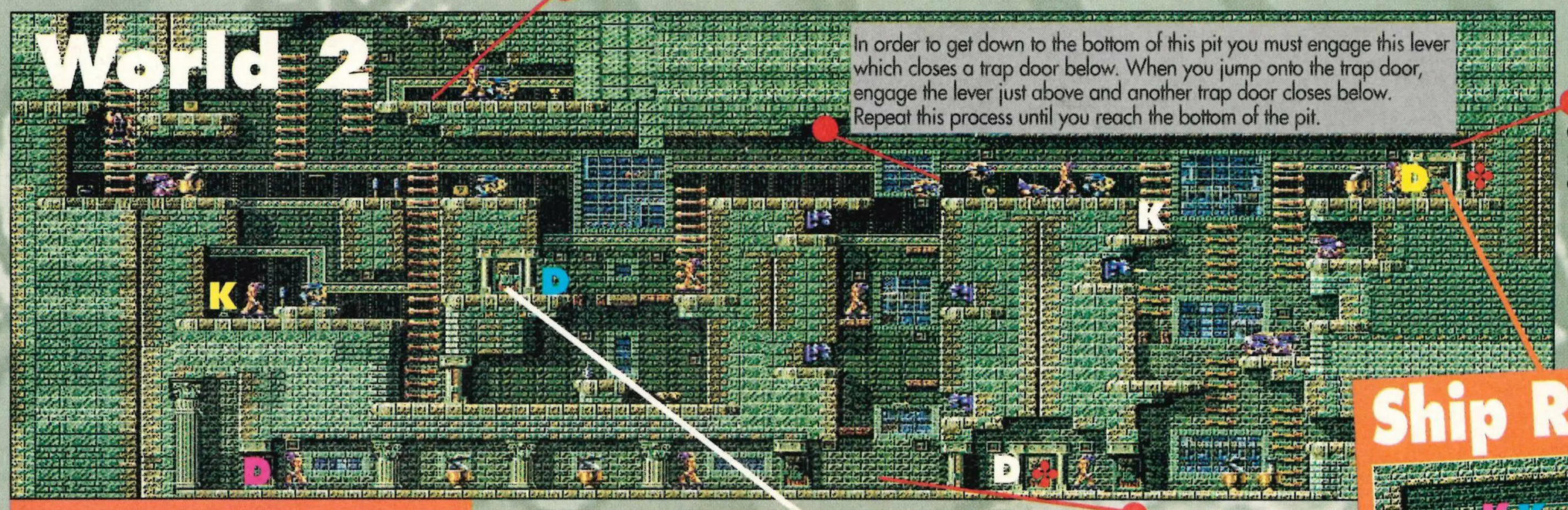
Treasure Room



In the treasure room there is an abundance of goodies to bump up your score, although there are some flier and destroyer beasties trying to throw a spanner in the works. Work your way around in a clockwise direction and exit at the bottom.

After you've collected the world key from the gem room, make your way back down to this point and enter the world door. This takes you to the next level.

In this section there are two question mark icons which give clues about what to do in this world. You can also find one of the chalices here.



Outside the door to the ship room there's another chalice.

The third chalice is situated here.

Ship Room



The world key can be picked up here, as well as the treasure room key. The teleport room brings you back here, thus avoiding a difficult climb.

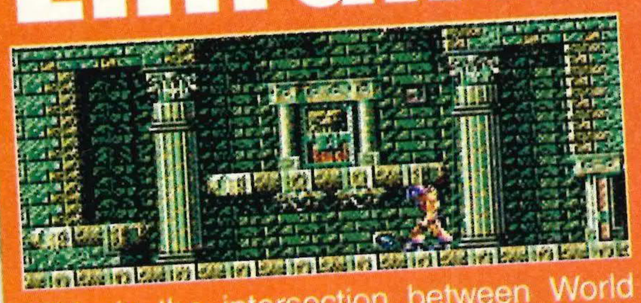
There's a hidden puzzle in this level to get to the treasure room. There are three chalices lying around the world that must be taken to the ship room. When you deposit them, you're rewarded with the treasure key. You can ignore this puzzle and head straight for the ship room to collect the world key and head directly for the finish.

Treasure Room



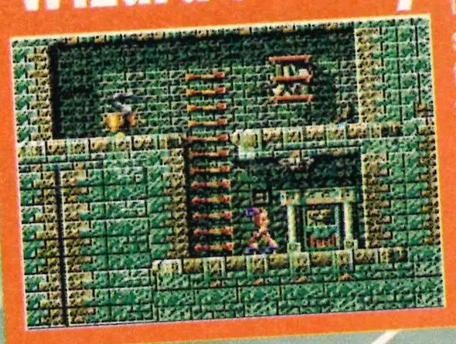
After collecting the chalices and taking them to the ship room, you can enter the treasure room where you find plenty of point-boosting treasure.

Entrance



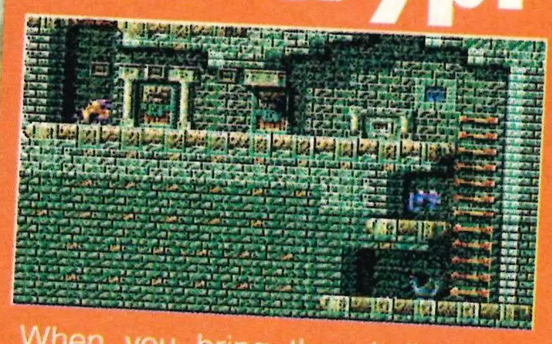
This is the intersection between World Two and World Three. Here you visit the shop before you continue through the door to level three.

Wizard's Study

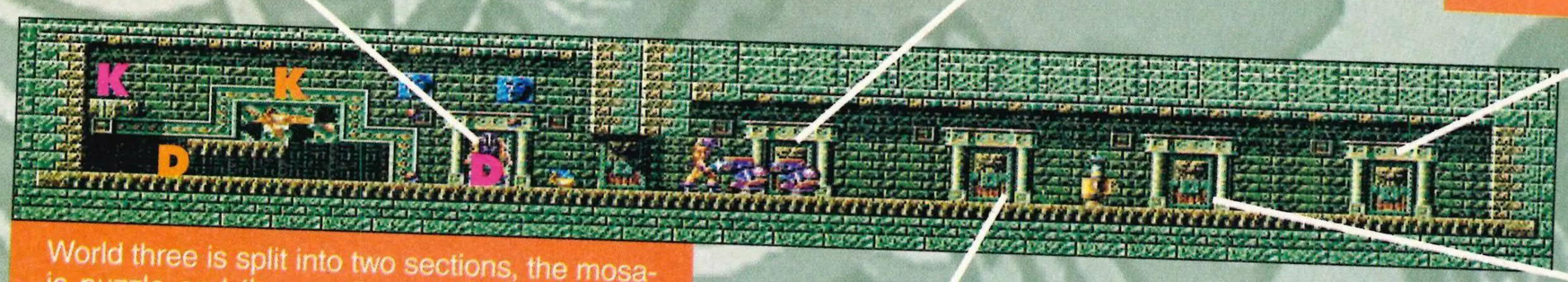


This is where to return the globe you find in the apothecary. It should fit nicely into the globe stand at the top of the room. When you return the globe, a piece of mosaic appears, so take it to the mosaic room at the end of the corridor.

The Crypt

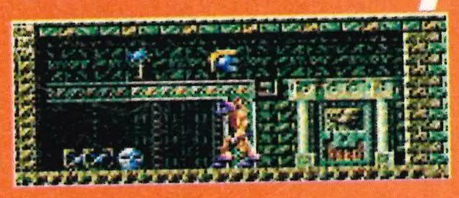


When you bring the skull to the crypt, you find a jar of herbs. Pick them up and take them to the Apothecary. Don't forget to pick up the piece of mosaic as a reward for returning the skull.



World three is split into two sections, the mosaic puzzle and the candle puzzle. The mosaic puzzle is so called because you've to locate four pieces of mosaic and return them to their original state, which is part of a bigger mosaic of a lobster. One of the pieces is in the mosaic room, so pick it up and walk over to the mosaic on the wall. Pull the first lever and return it, this should move a block to the right. Pull the second lever and replace it to move the block up so you can get to the corridor. Lever one also reveals a rising block to enable you to get the door key.

The Armoury



In the armoury you find the skull, although you have to kill a dirty thief to get it. Take the skull to the crypt to gain another piece of mosaic.

The Apothecary

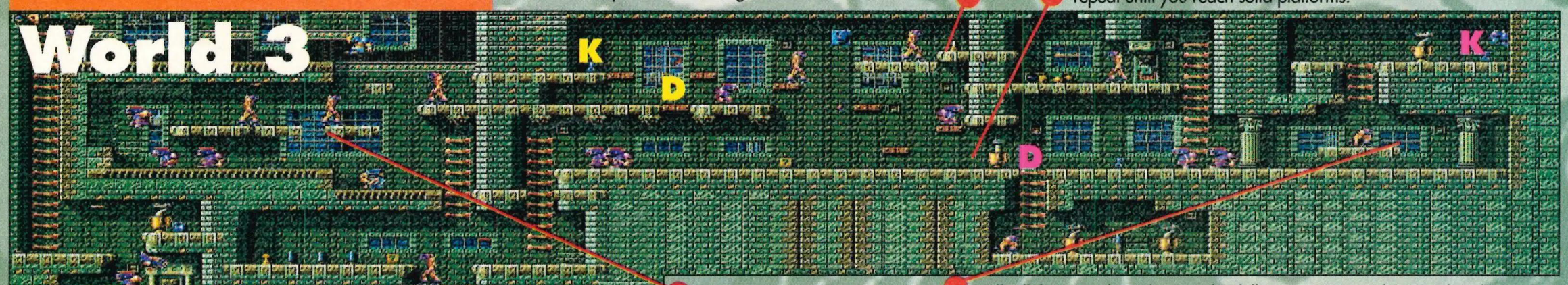


You find the globe in the Apothecary, through the door to the left of the room. That door closes behind you so in order to get back out, you must climb the ladder, kill the thief and shoot down the blue gunners mounted on the wall. At the top of the ladder is a lever to open up the door again.

The candle puzzle is part two of world three. The task is to find the candle and take it to the study at the end of the world.

Jump onto the moving block to collect the candle.

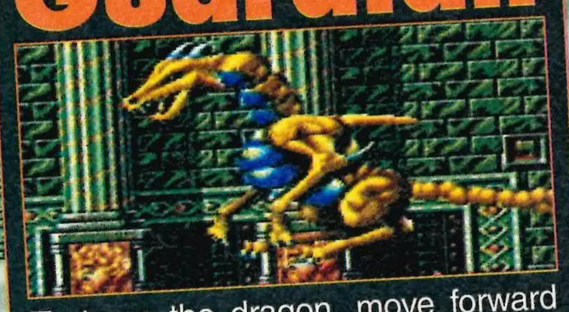
The trap door key should enable you to pull this lever and close the trap door to the left. Jump on that and repeat until you reach solid platforms.



Another moving block is the obstacle here. Leap on board and walk with it before jumping to the safety of the platform at the other side.

Walk all the way along the corridor, killing monsters until a trap door key is revealed. Come all the way back and throw the switch. A rising block comes up so you can get up to collect another trap door key.

Guardian



To tame the dragon, move forward when he moves up and when he drifts down, you retreat. Avoid his fiery breath and keep on shooting and ducking if need be.

Placing the candle here lights up the study and produces the World Key. Take the key and head for the Dragon's pad. Engage him in battle and show him who's the boss.

Level 2 Objects



The skull is found in the armoury in the mosaic puzzle.



The globe stand is located at the top of the wizard's study, ready to be filled by the globe.



The globe is situated in the apothecary.



Three similar looking chalices to this can be collected in around the world.



The herbs can be found in the crypt.



The dragon's gem can be found at the end of the candle puzzle in the chapel.



A piece of mosaic is the reward for relocating the above items.



The candle must be taken to light up the study in the candle puzzle.

THE LABYRINTH
WORLD 3 CODE COYOTE

Mace Room



As the name suggests there are some maces to add to your inventory here. Walk into the teleport stone and on to the next room.

Bowl Room



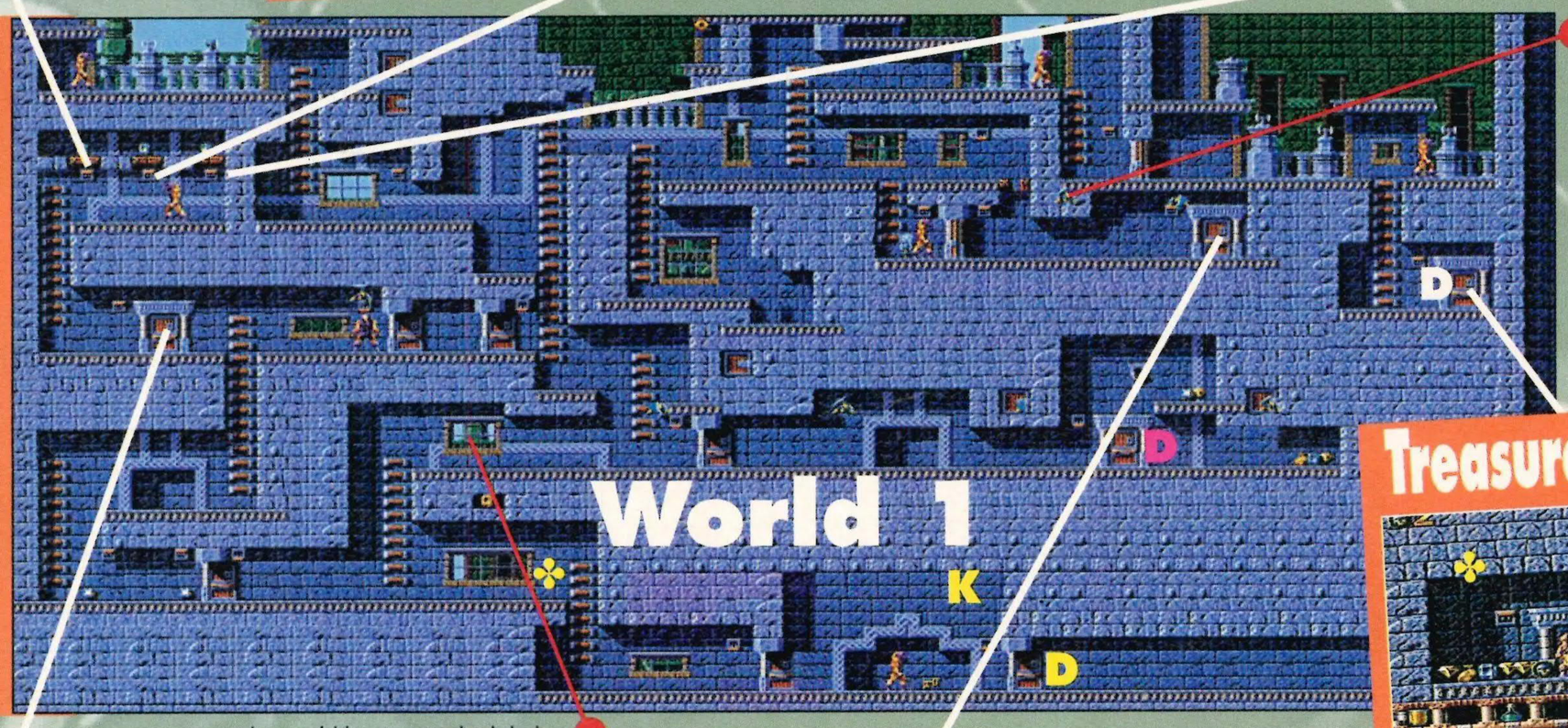
On arriving in this room you find the gold bowl. Take it with you before exiting via another teleport stone.

Bat Room



In the bat room you will be attacked by lots of the flying mice creatures. Start shooting them while they are on the ceiling and then make a quick get-away.

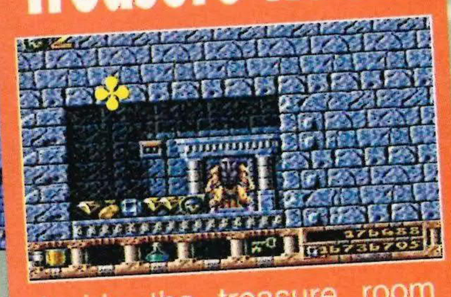
Again, there are many ways to complete the level, including a sneaky short cut. Go just beyond lever one and return to the start. Collect a trap door key. Go to below the second block, and the trap key should move it. This allows you to go to the lever outside the treasure room and collect the maces, treasure key and the wide arc. Now go to the final room and receive a tasty power-up.



Around about here there is an alien attract potion. Take it down to near the bee room and release it. This should keep a few creatures out of your way while you make your way to the treasure room.

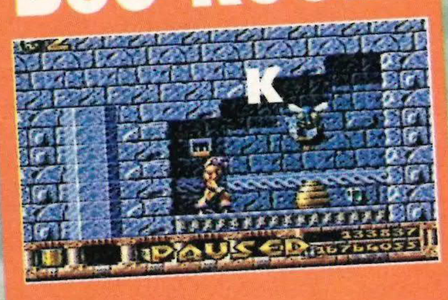
The world key is on a high ledge just waiting to be shot down so you can exit the world.

Treasure Room

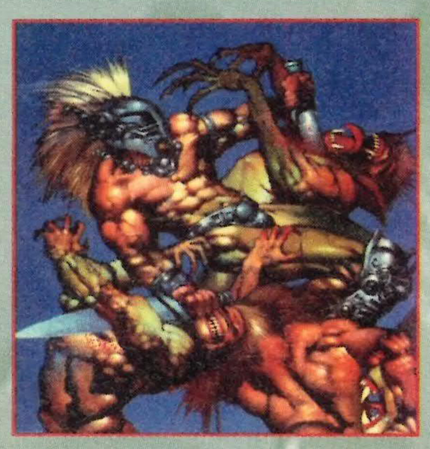


Inside the treasure room with the many goodies there is a teleport stone. This will take you down to the ladder just before the end door.

Bee Room



In the bee room lies the treasure key and a power-up. So snap them both up before moving on.



Mace Room 2



The second mace room contains more weapons and the teleport key. Take them and make your way down to the bee room to collect the treasure room key.

Level 3 Objects



The alien attract potion can be used to bring thieves to within shooting distance or distract their attentions from you.



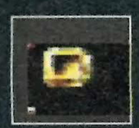
Ceramic pot. The important pots have this blue strip around them.



The flask. One of the tasks in World Three is to take it to the final door.



The water gem. Together with the ice gem and the fire gem it is a tool to solve puzzles.



The fire gem. In level two they have to be taken from the ship room in level three to the light room.



The ice gem. Sometimes this is the hardest gem to acquire in level three needing a combination of levers to release it.

Beasties

There are basically three different types of beasties. The way they look changes throughout the game, but their basic characteristics and habits remain the same. The different types of alien beasties are outlined briefly below.



The Destroyer. These beasts are quite intelligent. Their purpose is to pursue throughout the level and destroy you.



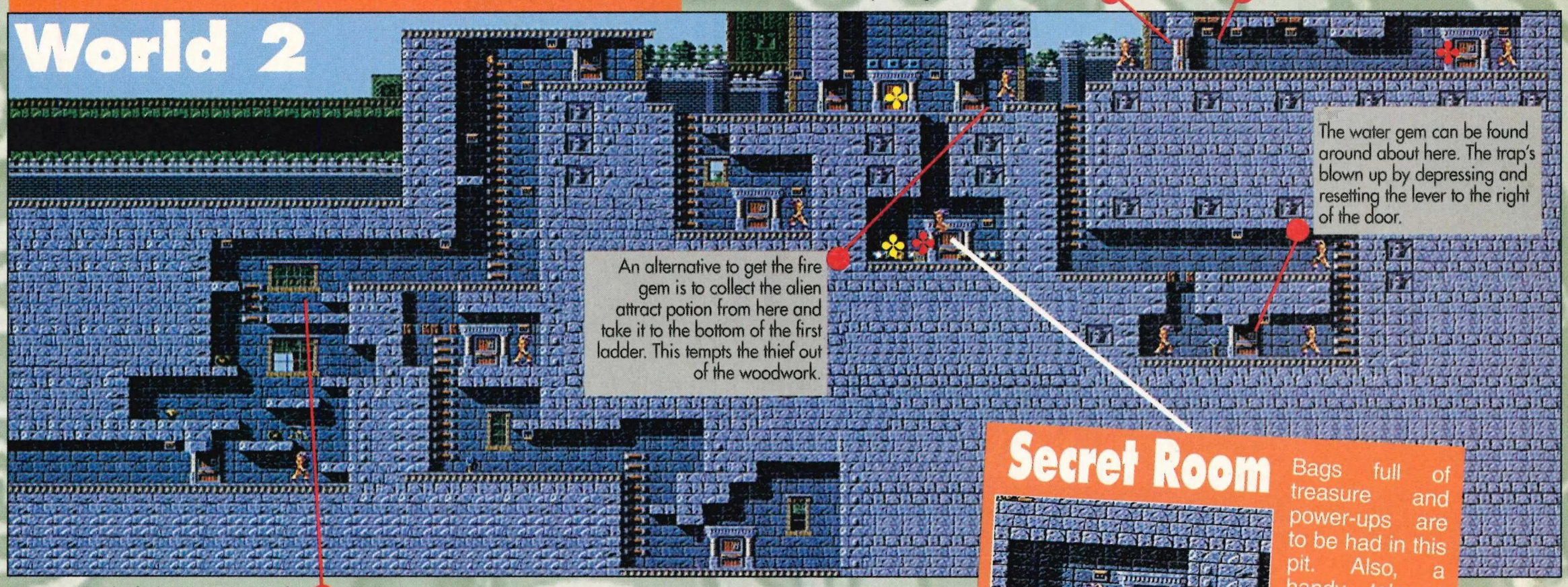
The Flier. Like the Destroyers, these winged creatures try to get you at all costs. They also avoid your shots and at times prove to be quite elusive.



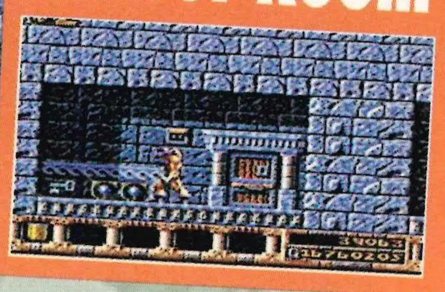
The Thief. These baddies try to steal things from you as well as prevent you obtaining vital pieces of treasure. They can help you though by getting difficult items for you.

The puzzle in World Two is to acquire the fire, ice and water gems to illuminate the lights in the central room. The fire gem is stolen by the thief at the top of the second ladder. Don't worry, you can beat him up later and extract the gem!

World 2



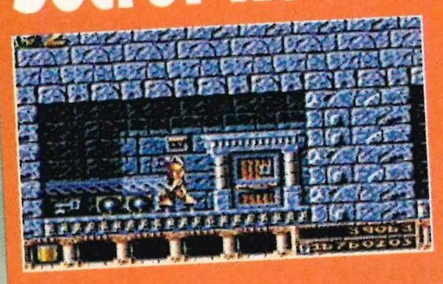
Secret Room



Bags full of treasure and power-ups are to be had in this pit. Also, a handy teleport stone to take you up to the right room.

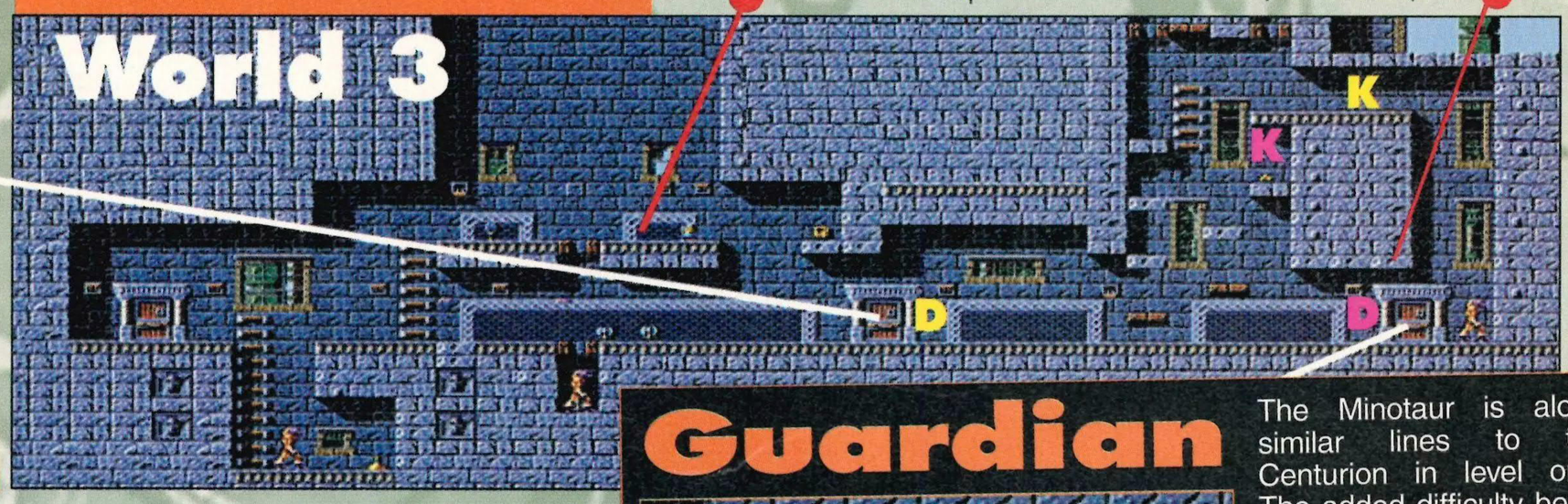
The first part of this puzzle is to find and collect two vessels and take them to the end door. After locating the World Key, the next big test is to face the end-of-level guardian. Take advantage of any extra power-ups and weapons in order to defeat the nasty Minotaur.

Secret Room

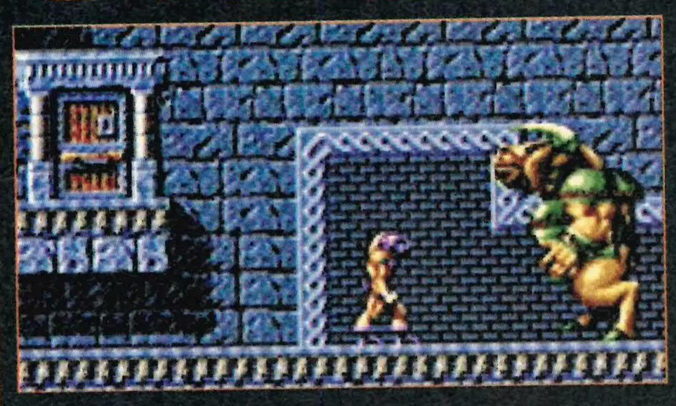


If you read the on-screen scrolling messages, they not only guide you through to the guardian, but also take you to this treasure filled secret room. A warning though — don't activate any levers unless you're told to do so.

World 3



Guardian



The Minotaur is along similar lines to the Centurion in level one. The added difficulty being this awesome foe can jump on your head. To combat this, when he jumps, run behind him and continue the slaughter. When he jumps back, return to your original position until you have completely carved him up.

Power-ups

The following power-ups can be obtained from the shop or through the game. The advantage of the latter is that it doesn't cost you any money. Greece at this time was quite economically stable so some expenditure won't hurt the purse strings too much!



Bread. It isn't exactly Kingsmill, but it does return lost energy.



Chicken. This tasty snack restores flagging energy and adds 650 points to your score.



Extra life. This is always a welcome sight, so grab it with both hands.



Gold mask. This doesn't turn up that often but when it does, it's worth 800 points.



Large health. Double the strength of the small health.



Small health. This restores lost energy, so take them when you can.



Apple. My old gran used to say, an apple a day keeps the doctor away, and it's true!

Teleport

All levels have a certain amount of teleport stones and teleport rooms. To make it easy to see where each takes you, we've marked the above sign on to the maps. Signs of the same colour illustrate the journey taken. Most of the teleports just go one way.

THE UNDERWORLD

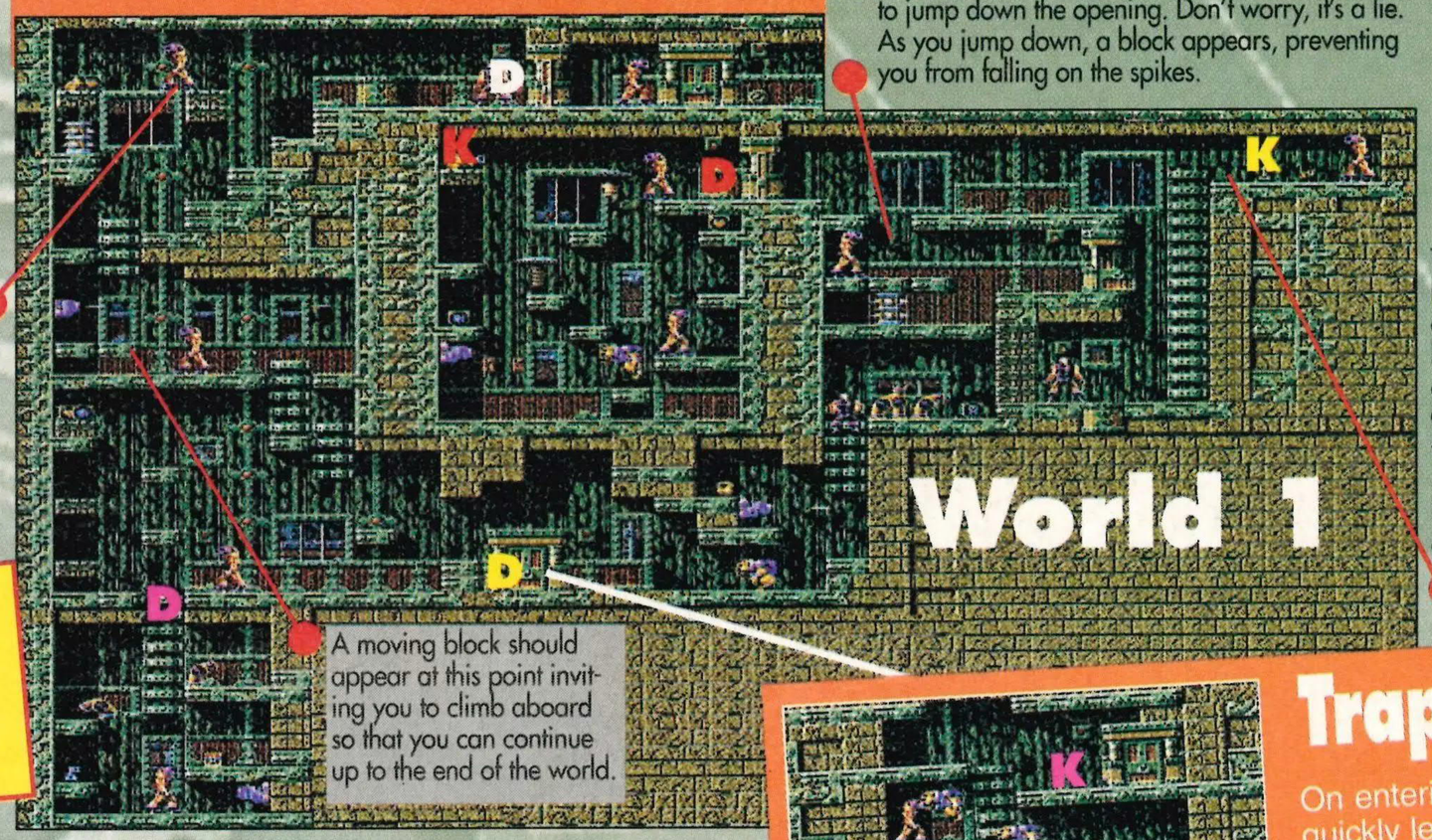
WORLD 4 CODE FOXX

SUMMARY

GAME NAME: Gods
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: 1,560,887
NUMBER OF LEVELS: 4
CHALLENGE RATING: medium

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

World One contains some false walls and platforms to shoot away so you can pass or so you can bring something down to a level at which you can reach it.



At this point, a screen message advises you not to jump down the opening. Don't worry, it's a lie. As you jump down, a block appears, preventing you from falling on the spikes.

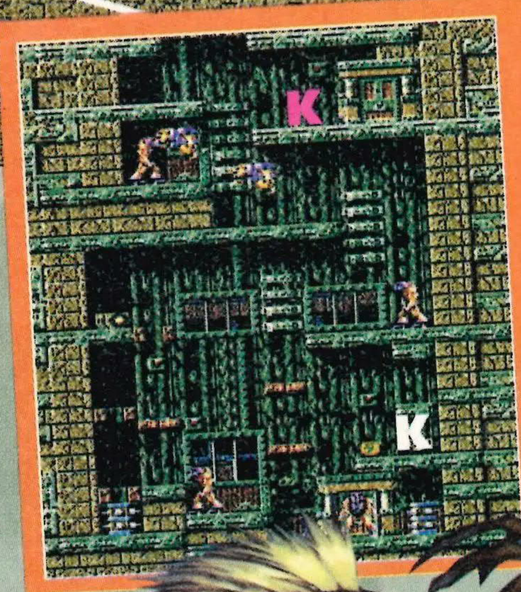
The door here leads out of the world, if you have grabbed the World Key from the trap room.

The key to the trap room is hidden here, behind a false door. To open it, go down the ladder, destroy the blocks and engage the two levers. One of the levers moves the false block and the other reveals a starburst which helps rid you of the beasties coming in behind you.

A moving block should appear at this point inviting you to climb aboard so that you can continue up to the end of the world.

World 1

Cartridge supplied by
Accolade
Tel: (081) 877 0880



Trap Room

On entering the trap room quickly leap to the left and pull the lever. This stops a moving block above from knocking the World Key into the traps. If you fail use the trap door key to get the bomb and destroy all the traps.

Weapons

The following weapons can be obtained in the game for free and in the shop at a cost. The value of each weapon or the cost in the shop are contained in the short descriptions beneath.


The axe will cost you 10,000 in the shop and is quite effective in the early levels.


Familiar. Value 30,000, this gives you a feathered friend to dive in and kill beasties for you.


The mace costs 75,000, four or five maces at the same time are extremely handy.


Lightning bolt. Costs 30,000. This lovely weapon can go through anything.


The knife costs 25,000, and is the most basic of weapons. It tides you over until something better comes along.


The Hunter. Costs 15,000. This hunts down the baddies on a radius of about half a screen.

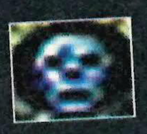

Magic axe. Costs 15,000. They bounce around and home in on the beasties.


Magic wings have a score value of 50,000 and it affects the familiar (above).


Power potion adds 60,000 to your score and increases your weapon power.


Shield. Value 20,000, reduces damage for a short spell.


The spear. Costs 17,500. One of the better weapons available, it can go through two or three aliens at once.


Starburst. Value 10,000. Homes in on beasties and kills them, but only for a short time.


Throwing star. Costs 50,000. Has only a short range capacity.


The direct weapon arc is good in situations that require precise aiming.


The standard weapon arc gives good service in the early levels.

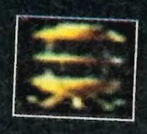

The intense weapon arc takes your weapons and spreads their fire.



Level 4 Objects


This is the alien attract potion, used in the right way it can trap thieves with objects.


Find this gold bowl in world two and take it to the alchemist's room.

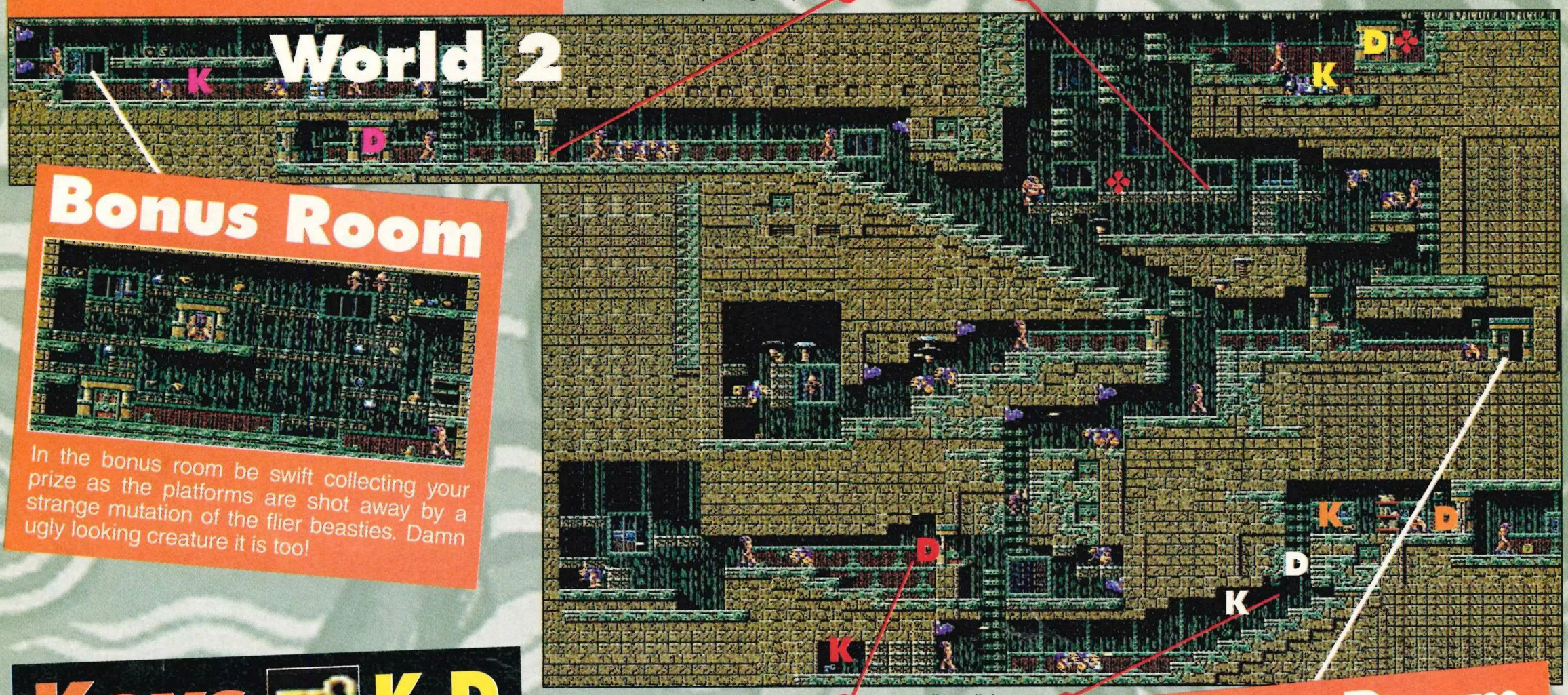

Collect the lamp and pull the fourth lever in world two and receive a free familiar.


Together with the lamp and the gold bowl, this pestle and mortar need to be taken to the alchemist's room.

The puzzle in this world is to find the alchemist's tools and take them to his room. The tools consist of a lamp, a gold bowl and a pestal and mortar. They are around the map, as are several keys to collect.

This door closes behind you, so, if you want to visit the bonus room, you'd better do it before passing this point.

These blocks are shot away by baddies, releasing destroyers hell bent on claiming your scalp. So pass quickly along and down the ladder at the other side to collect the gold bowl.



Bonus Room

In the bonus room be swift collecting your prize as the platforms are shot away by a strange mutation of the flier beasties. Damn ugly looking creature it is too!

Keys K D

To make life a little easier we have made the following key system. On the maps you may have noticed different coloured Ks and Ds. These stand for key and door, A coloured key opens the corresponding coloured door.

Shoot these blocks away and grab the key. Go back up the ladder and through to the left. The room at the end contains the lamp.

Collect all the items and rush to put them in the alchemist's room. The key to the door falls down as you get close to the door.

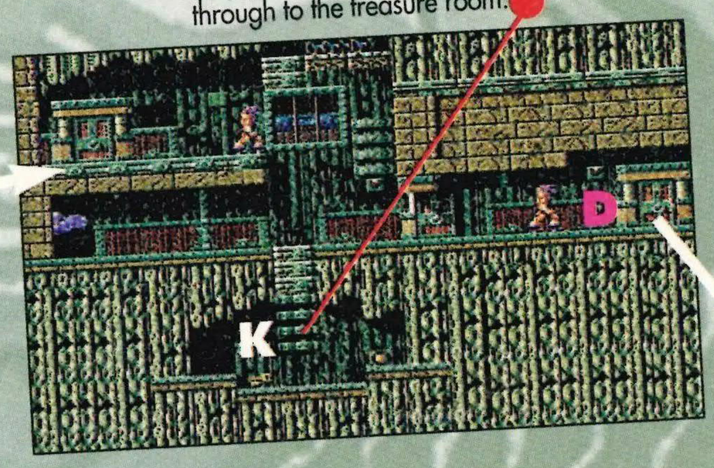
Potion Room

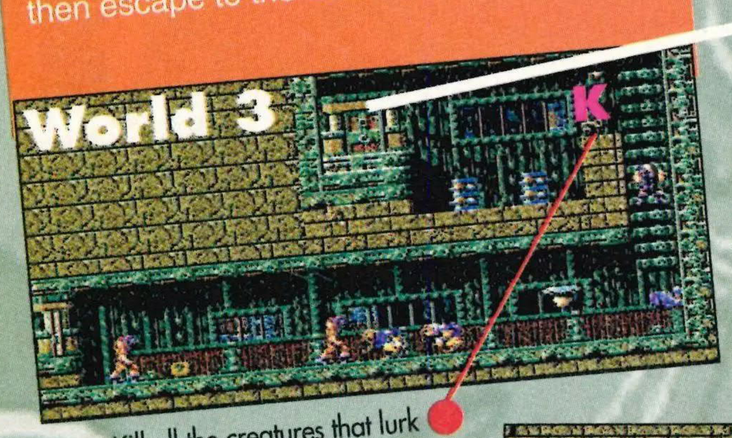


The pestal and mortar are up for grabs in this room. Go to the top lever and blow up the spikes. Then collect the alien attract potion, take it to the bottom lever and release it. This brings out the robotic thief carrying the pestal and mortar. Shoot him when he is in a good place for you to pick your prize and swiftly exit.

The final world is quite simple to complete. Just locate and collect the World Key and then escape to the boss room.

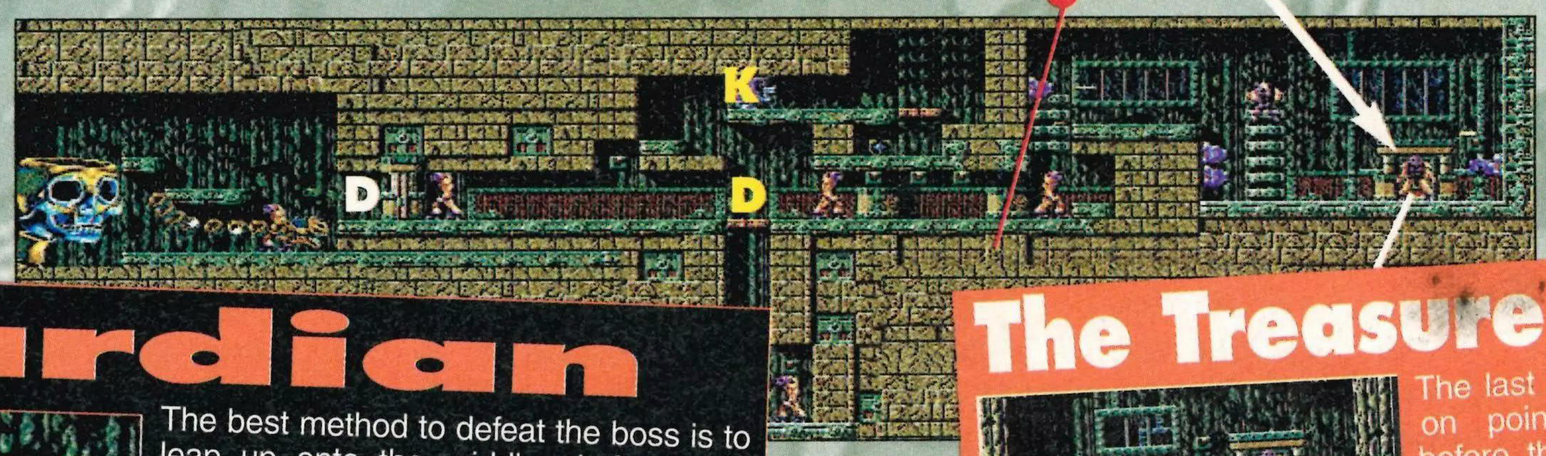
Here lies the World Key, you can only get once you have gone through to the treasure room.



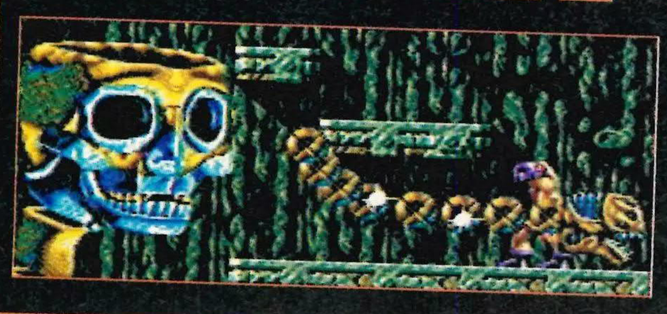


Kill all the creatures that lurk around the bottom of the ladder, then up you go to the top. Stop at the top and wait for the thief to bring the door key to you. As he does shoot him and steal his cargo.

The key to the trap door can be brought down from its heights by throwing the three skitches until the thief comes down with it.



Guardian



The best method to defeat the boss is to leap up onto the middle platform and start shooting when the yellow Chinese Dragon bursts out of the guardian's head. The dragon goes underneath you and right around you. If you follow,him all the way with your fire, he should die; if not, you're dead!

The Treasure Room



The last chance to load up on points and weapons before the final battle with the big boss man. When you come out of the treasure room, go back to get the world key and then head for the big showdown with the huge end guardian.

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EA SKITCHIN' COMPETITION

The name Electronic Arts has long been synonymous with quality, excitement and playability. This is particularly true of EA Sports, bringing us classics such as the *John Madden* series, *NHL Hockey* and, of course, the ultimate footie game, *FIFA International Soccer*.

While their sports games have received deserved praise, EA are also responsible for other Mega Drive games of the highest quality. The latest offering to crash into our office was *Skitchin'* — a high-speed rollerblade race across America, combining frenetic action with a pounding soundtrack. Skitchin' is on sale now, priced at £44.99, check out the review this issue to see the kind of plaudits the game's receiving.



Skitchin' is the kind of competitive, all-action game the Mega Drive cries out for, with the emphasis firmly on fun. The graphics give it a distinctive streetwise look, which, combined with a thumping trash-metal soundtrack, creates exactly the right atmosphere to compliment the radical *Skitchin'* theme!

SEGA XS, in conjunction with *Maximum Voltage*, the new Electronic Arts Software Club, have ten copies of the game to give away to the lucky winners of our easy to enter competition. On top of that the first name pulled from the hat wins one of the cool EA Sports jackets shown here. These essential items retail at £69.99, and are a must for any self-respecting wardrobe.

Maximum Voltage is the new magazine for members of the EA Software Club. Every issue is jam-packed with all the latest EA news, as well as special software offers, loads of top competitions and handy hints and tips on all the latest EA games. To join the club simply fill in the form at the bottom of the page.

All the usual SEGA XS rules apply to the competition. To win these great prizes, just answer this question: Which famous coach endorses all EA's NFL American Football carts?

Please get all your entries into us by the 20 May 1994. Send your answers on a postcard, or the back of an envelope to *EA Skitchin' Competition*, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

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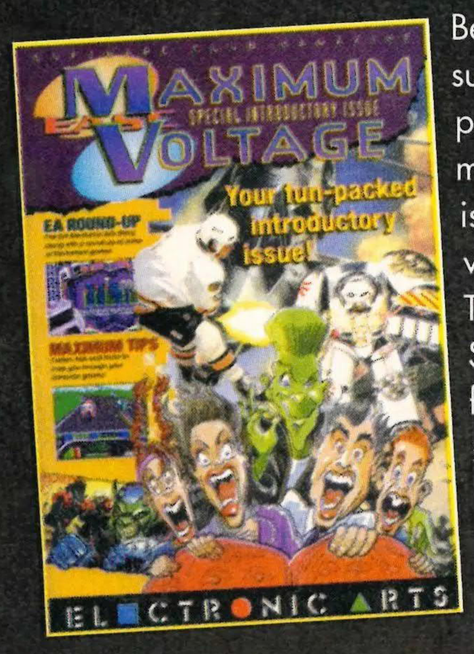
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DINOBASHER

MASTER SYSTEM GAME GEAR

PLATFORM ADVEN[illegible] CODEMASTERS

Dinobasher is the latest Codemaster's game for the Master System and Game Gear. This is a platform game that's jam-packed with loads of fiendish levels and hungry dinosaurs.

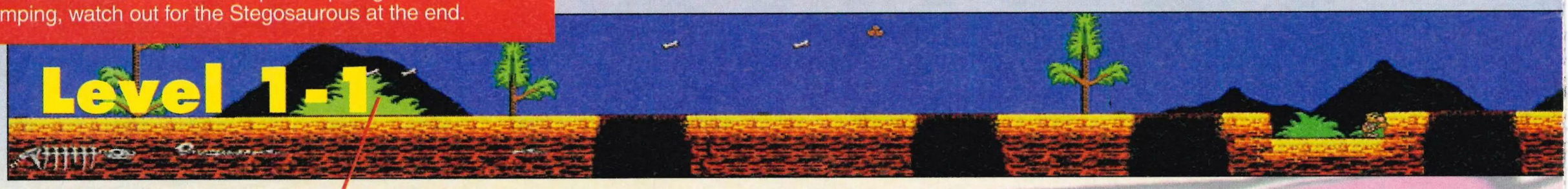
The star of the show is Bignose, a zany prehistoric caveman, determined to get his family the perfect bird for their Thanksgiving roast. The only problem's the pesky bird won't sit still long enough for Bignose to give him a bash with his mighty club!

As this complete SEGA XS guide shows, poor Bignose has a long way to go to catch his dinner.

PARADISE ISLAND

Bignose the Caveman is on a quest to find the ultimate dino dinner in the form of a large prehistoric bird. To reach it he must traverse four islands and battle past monster after monster.
The first level's riddled with pits requiring some Jurassic jumping, watch out for the Stegosaurous at the end.

Level 1-1



Collect these bones and trade them in at a later stage for special powers,spells and even extra life.

Level 1-2

Still sticking with the same landscape, there's buried bones under the dry earth, dark open pits and two different types of small but troublesome dinosaurs. Bignose has to wield his mighty club and do some major bashing! Don't forget to collect bones and ammo on the way or Bignose may end up extinct!

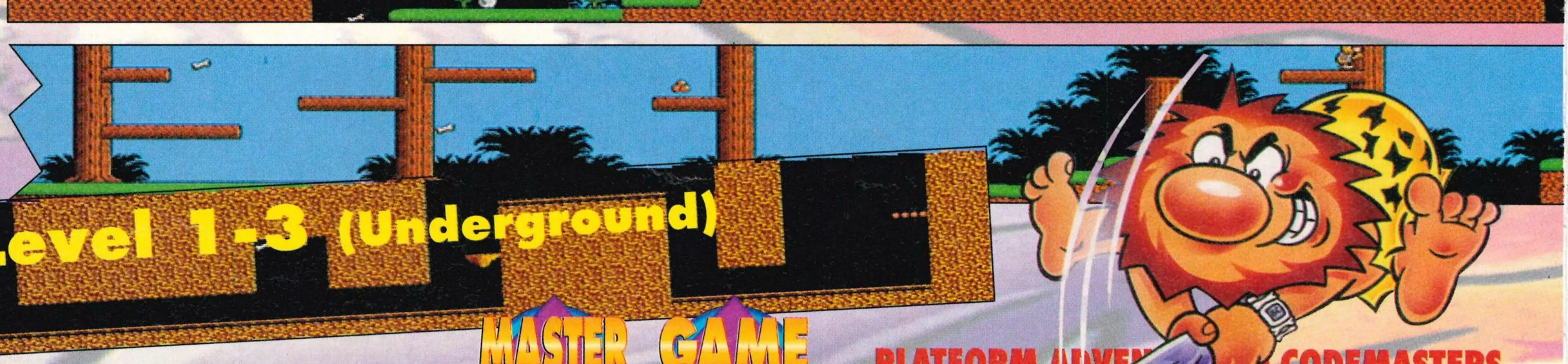


Collecting these stones increases your firepower by one everytime, although the limit is three. If you have three your a match for anything that dares snarl at you.

Don't be too eager to jump this ledge as you run into a four legged plodding killer. However, it takes two hits to knock Bignose over. One hit means you lose your ammo.

Level 1-3

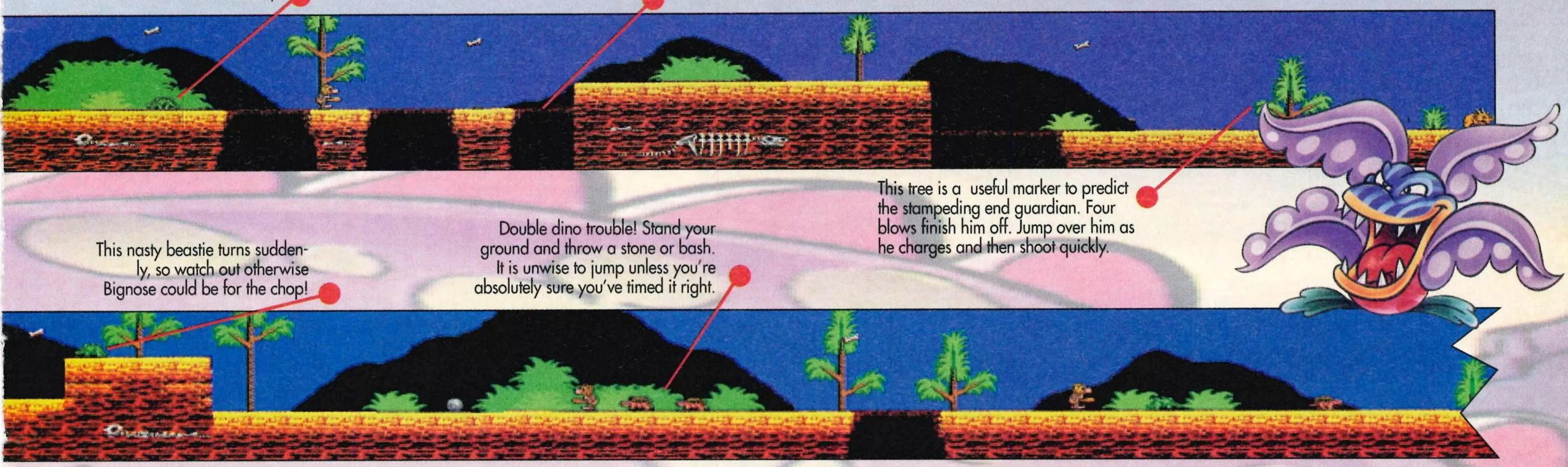
Bignose leaves the dry desert outskirts to arrive in the forest. He must square up to charging blue rhinos, mutant man-eating plants and face a dippy blue end dino, who coughs fireballs at unwary cavemen.



Level 1-3 (Underground)

This green horny-backed fellow bumps you off your bare feet, unless you take evasive action or beat him up.

Let Bignose fall into one of these holes and it's curtains. Watch his club turn into a harp as he drifts off to dino-heaven.



This tree is a useful marker to predict the stampeding end guardian. Four blows finish him off. Jump over him as he charges and then shoot quickly.

This nasty beastie turns suddenly, so watch out otherwise Bignose could be for the chop!

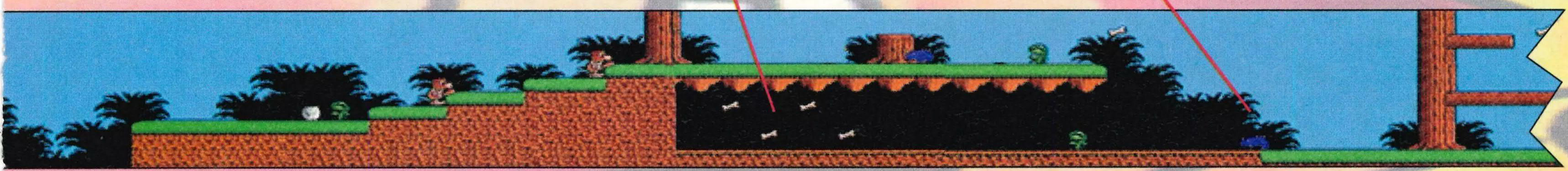
Double dino trouble! Stand your ground and throw a stone or bash. It is unwise to jump unless you're absolutely sure you've timed it right.

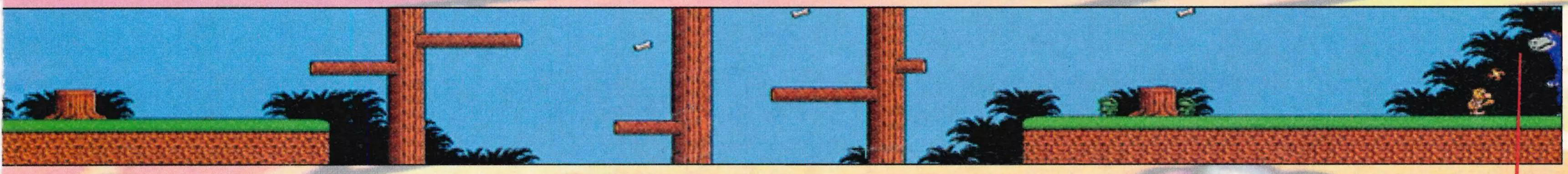


This small stegosaurus is all that's between you and Level three. Jump as it charges and turn and fire. If you have no ammo it pauses every other charge, so you can bash it. It takes four blows to kill.

By jumping down the first hole at the start you take a short-cut underground and end up at this point to collect bones.

You get an unwanted knock from this rhino if you're careless, so be ready to fire or hit. He's very fast and dangerous.

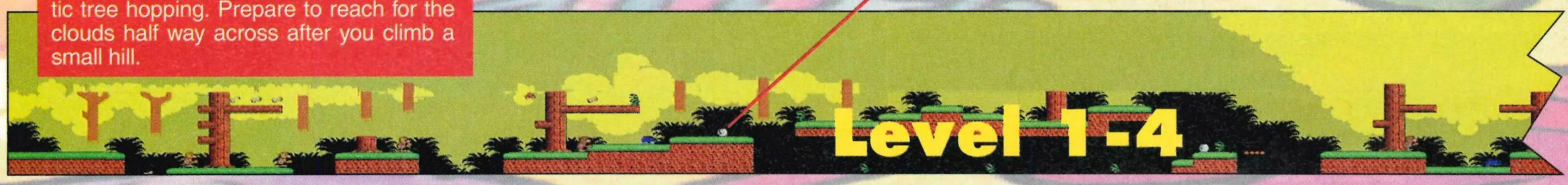




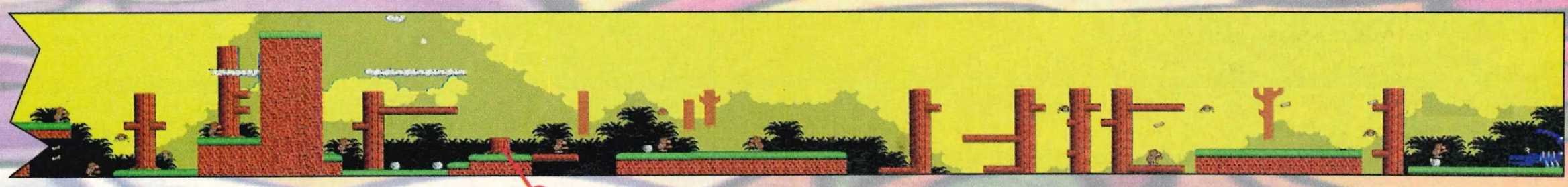
It's useful to have a Quake or Light spell to quickly finish this grinning creature off. If not, be quick with the attack as the longer it takes the thicker and faster his fireballs come!

Jungle japes ahead in dino country! Among the usual perils and pitfalls are spiders, moving platforms and some frantic tree hopping. Prepare to reach for the clouds half way across after you climb a small hill.

Hit the boulder a few times and collect a useful bonus in the form of more points and ammo.



Level 1-4



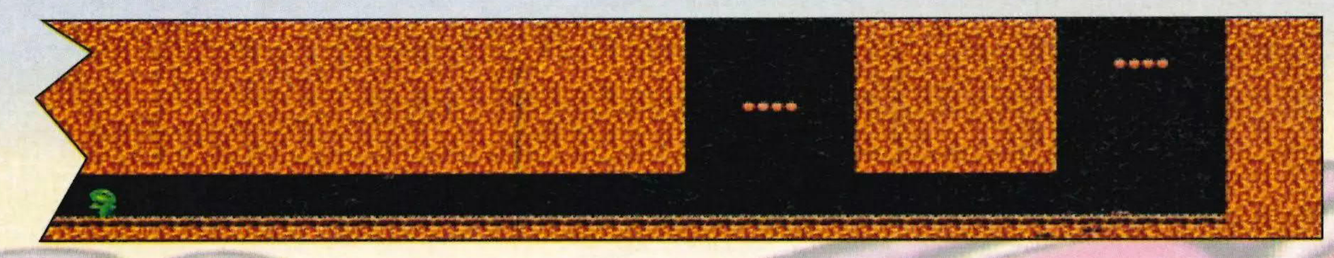
Step on the tree stump before you attempt to cross the gap as by doing this , a platform appears to make life much easier.

Level 1-4 (Underground)



This underground section belongs to the previous level. Just keep firing and you will come out unscathed.

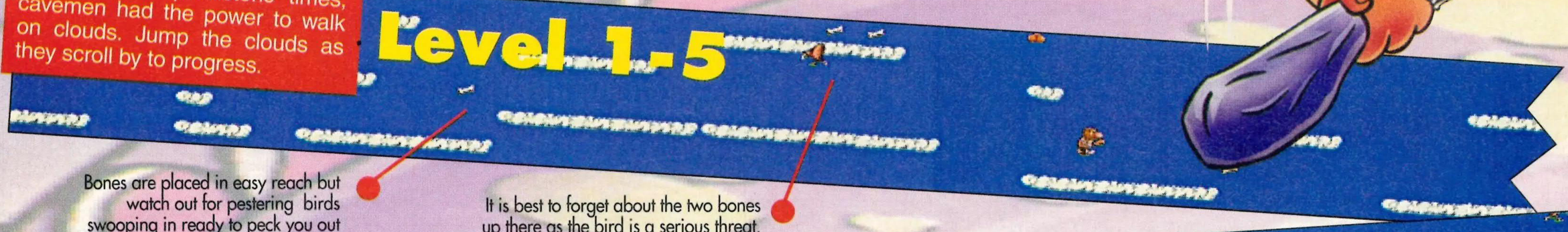
Various lift shafts allow access to other parts of the level but it is best to avoid as much danger as possible and travel the length of the underground passage.





Apparently, in prehistoric times, cavemen had the power to walk on clouds. Jump the clouds as they scroll by to progress.

Level 1-5

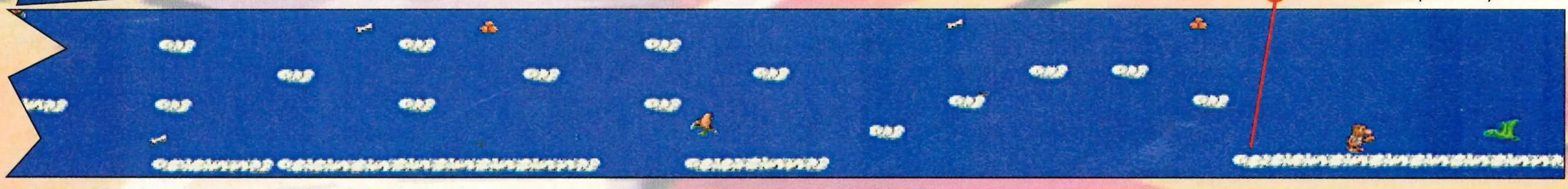


Bones are placed in easy reach but watch out for pestering birds swooping in ready to peck you out of the sky.

It is best to forget about the two bones up there as the bird is a serious threat.



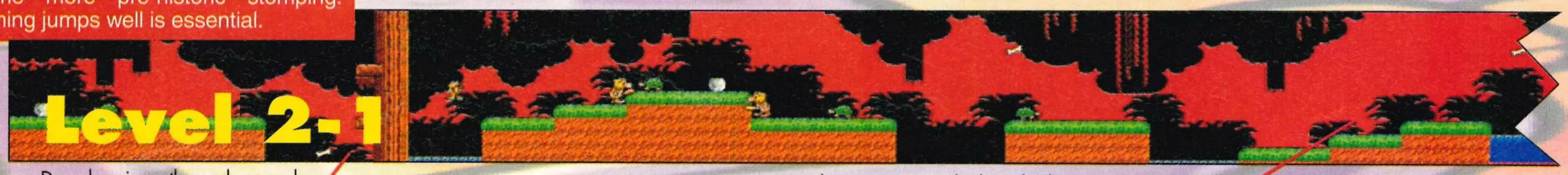
Stand in this corner and attack from it. It's the one place guaranteed to be safe from the pterodactyl.



Swamps, infested with piranha, giant turtles, and mosquito bigger than our hero's huge nose, are the venue for some more pre-historic stomping. Timing jumps well is essential.

MONSTER ISLAND

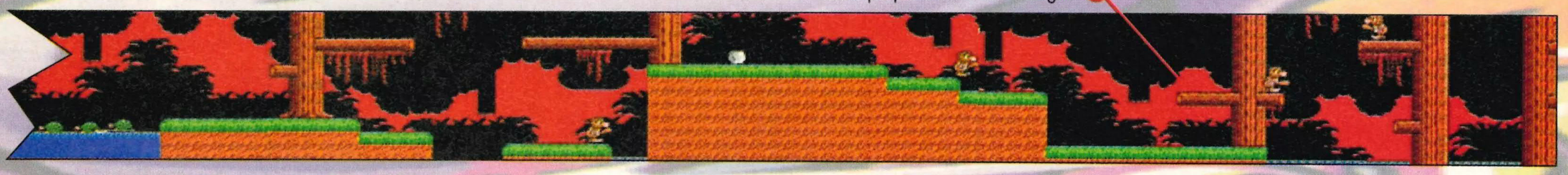
Level 2-1



Down here is another underground route which cuts out a lot of bother.

Make sure you're on this branch when attempting the jump and keep your finger on the jump button for extra height.

Watch out for those flying bugs here. Easier to bash than run.



To grab a bone jump up on this tree branch, unhassled by any flying nuisance.

Don't jump, bash or as much as look at this dive-bombing insect and it will miss you completely.

Jump down here to reach terra-firma safely.

Level 2-1 (in the clouds)

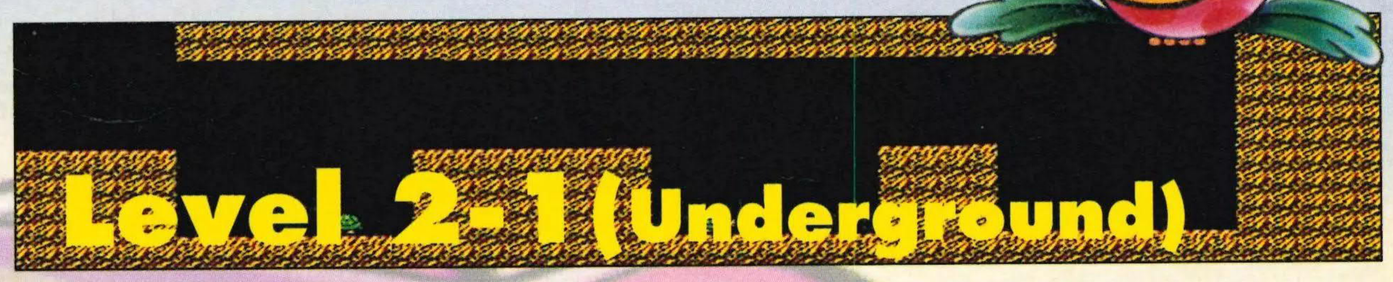




Level 2-1 (Guardian)

Dem bones, dem bones, dem dry bones! If you want them watch out for slow but deadly turtles on the rampage.

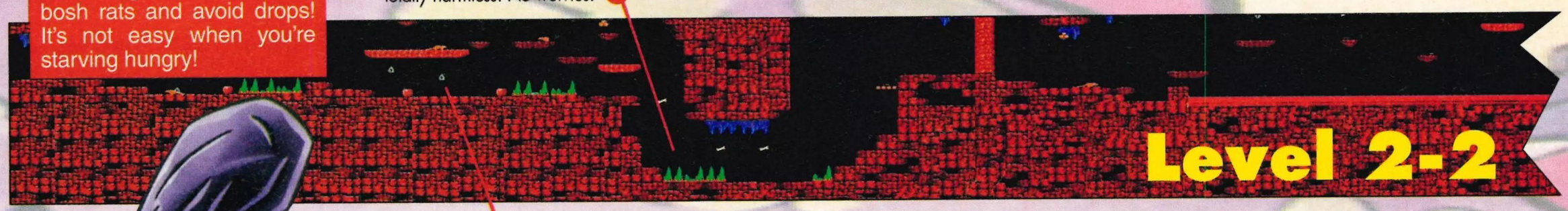
Jump the fly by running at it and jumping, rather than running away first. Take care of the skeletal dino. with stones, club, spells or anything you wish, just do it fast. It takes four hits.



Level 2-1 (Underground)

Deep in the bowels of the earth, Bignose prepares to bosh rats and avoid drops! It's not easy when you're starving hungry!

These lethal looking spikes are not to be worried about, and are totally harmless! No worries!



Level 2-2

Drops of water may not seem much, but to our cave dweller the touch of water is all too much and can lose you a life.





Set against an angry red sky, our Neanderthal pal must dodge nashing fish and jump on turtles to avoid becoming a fossil!

Use the turtle as a stepping stone when he's on the surface and watch out for the fish. Timing's vital.

This is the Worm from hell! Use the second right platform most of the time. It's safest.



Level 2-3



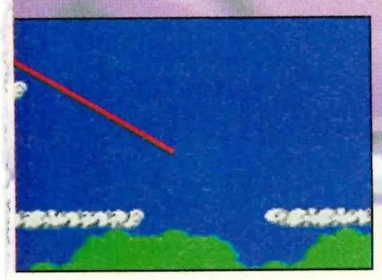
Watch the fish before you jump or you become tasty caveman flavoured fish food.



Use this turtle as a stepping stone, but watch he doesn't submerge.

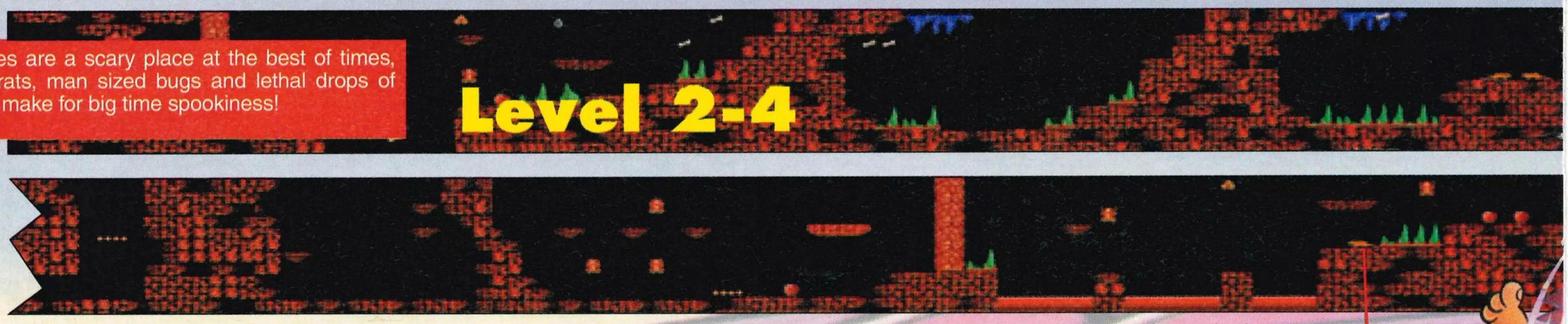
Stand here and bash if out of stones.Hit him when he tries to bite you. Also, avoid the oversized knat.





Caves are a scary place at the best of times, but rats, man sized bugs and lethal drops of lava make for big time spookiness!

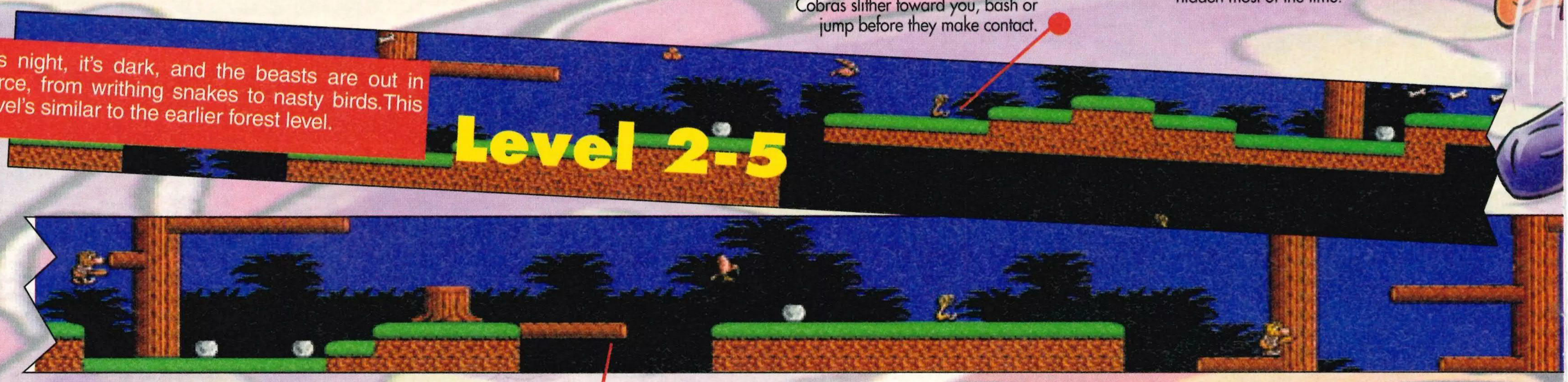
Level 2-4



This rat is hard to spot as it's hidden most of the time.

It's night, it's dark, and the beasts are out in force, from writhing snakes to nasty birds.This level's similar to the earlier forest level.

Level 2-5



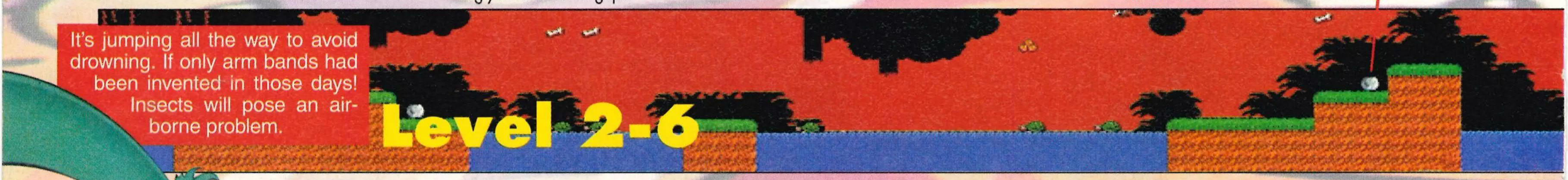
Cobras slither toward you, bash or jump before they make contact.

By jumping on the tree stump this platform will appear, allowing you to cross the gap..

Hitting this stone sets off an earthquake, but it hinders more than helps, as it makes jumping difficult and doesn't kill the beasties.

It's jumping all the way to avoid drowning. If only arm bands had been invented in those days! Insects will pose an airborne problem.

Level 2-6



Prepare to do a bit of inter-island flying over terrible, active volcanoes. Use Bignose's club as the earliest rota blade ever!Careful of birds!

Level 2-7



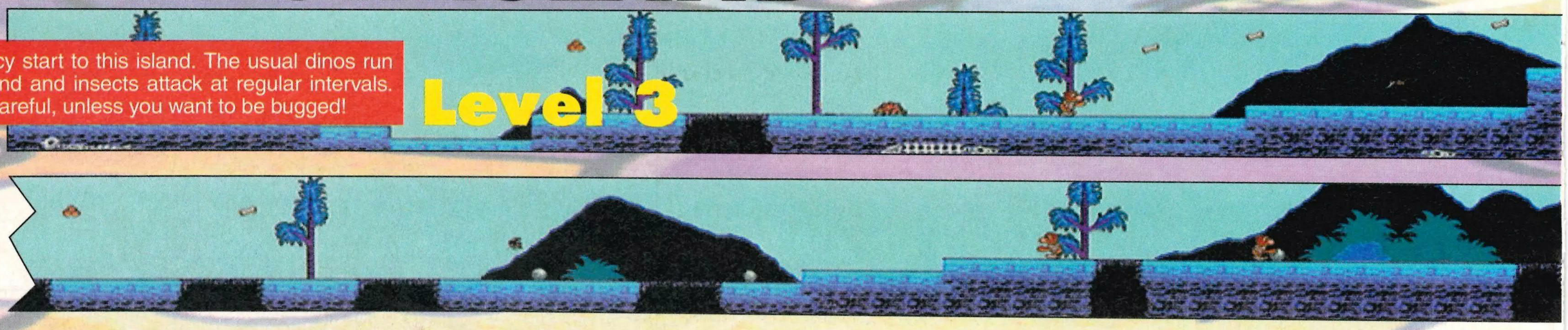
These volcanoes spit lava out at different rates. Learn the rhythms and wait till the last moment to fly past.

TERROR ISLAND

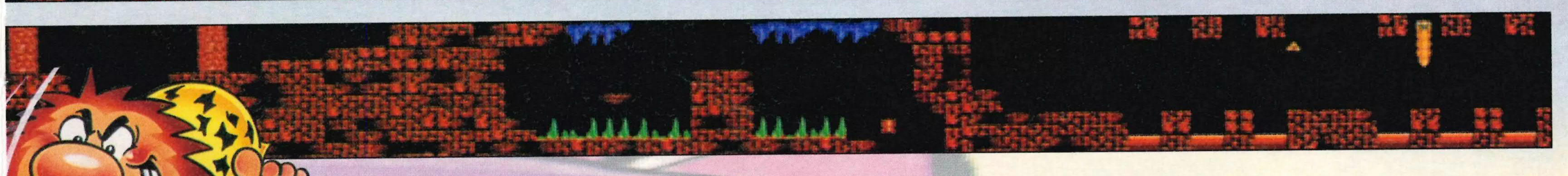
Birds swoop in from left and right so be ready to fire or move.

An icy start to this island. The usual dinos run around and insects attack at regular intervals. Be careful, unless you want to be bugged!

Level 3

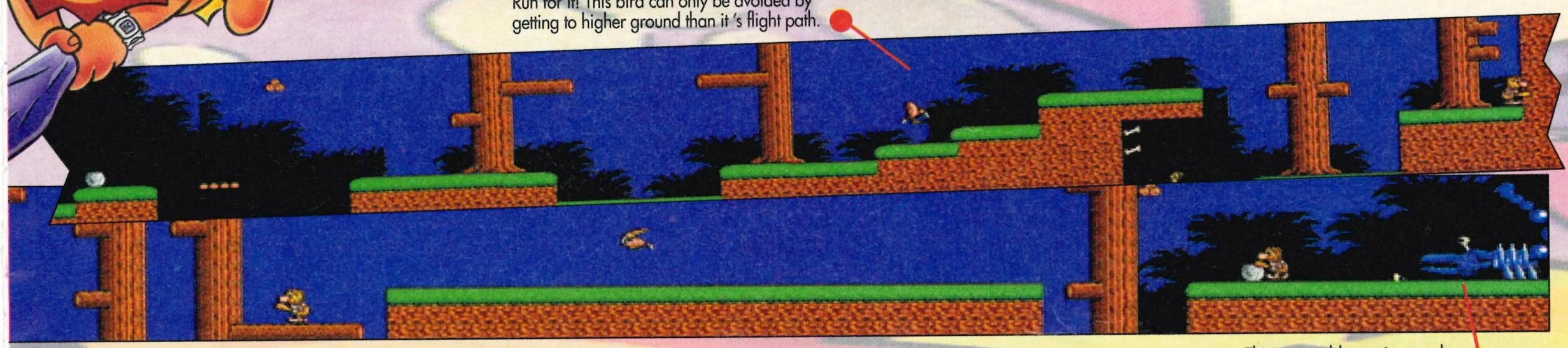








Run for it! This bird can only be avoided by getting to higher ground than it 's flight path.

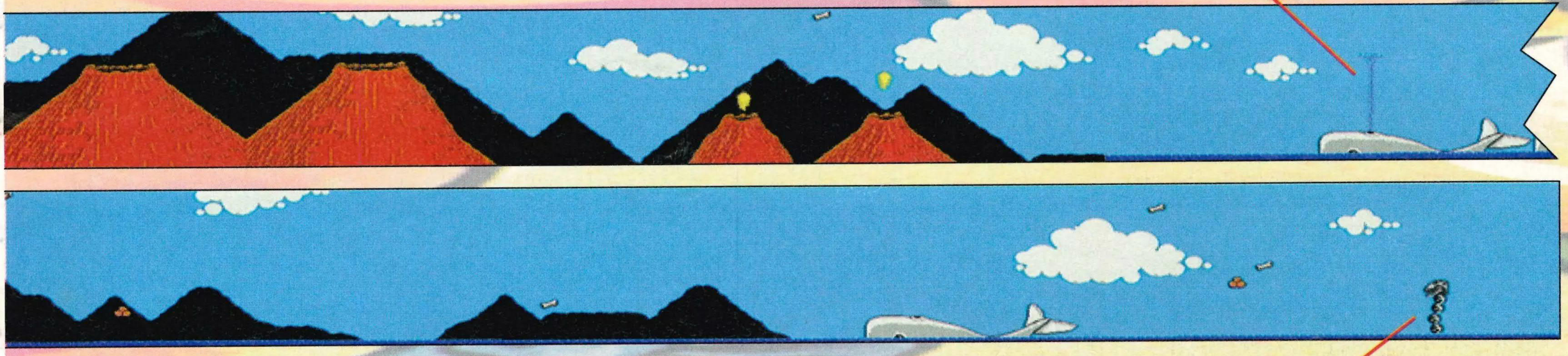


This crusty old scorpion can be dealt with easily by stone or club, so best not to waste a spell.

Watch out for a swooping insect near the end turtle. Just jump and bash when you see it .

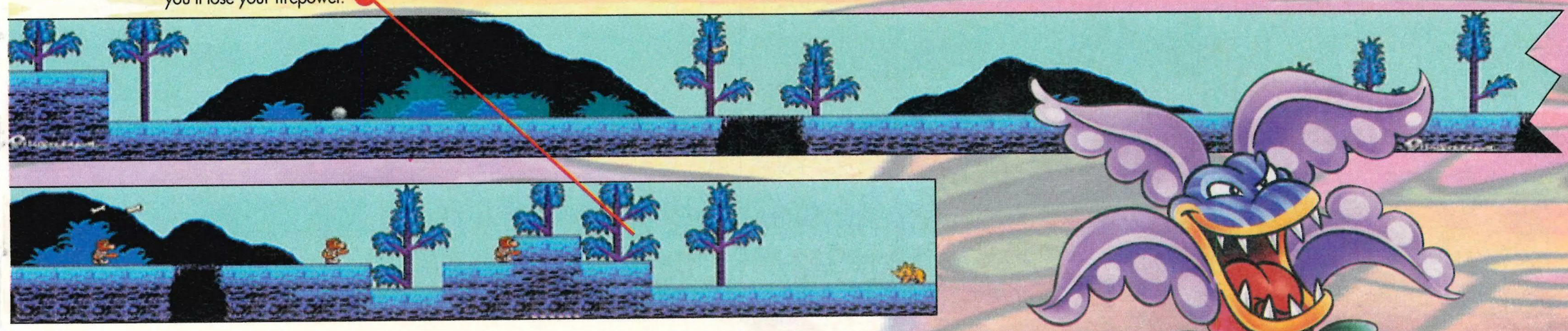


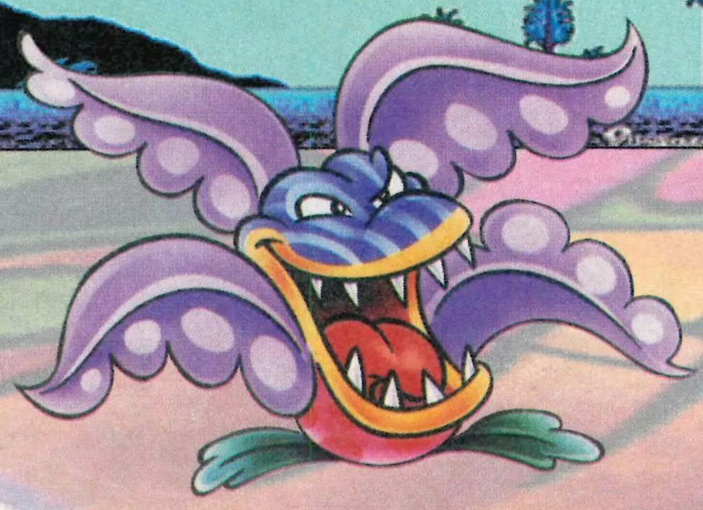
This whale spurts out a jet of water at our hero. Fly high or get waterlogged.



A bug flies by just as you near the final guardian. Touch it and you'll lose your firepower.

The final guardian tries to snatch you from the air.Stay high and fire from a distance. With only a club it's very tricky.

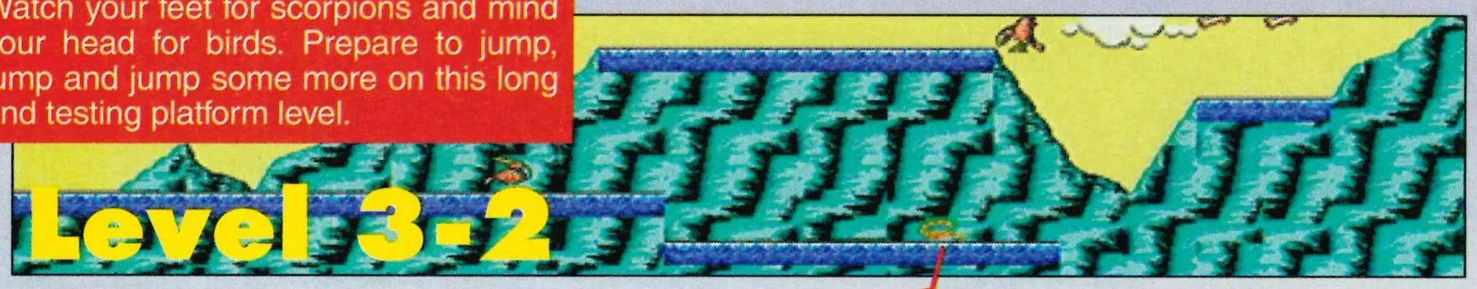




SEGA XS SOLUTION

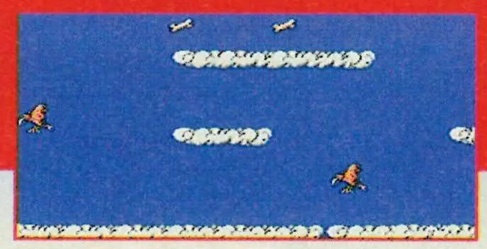
Watch your feet for scorpions and mind your head for birds. Prepare to jump, jump and jump some more on this long and testing platform level.

Level 3-2



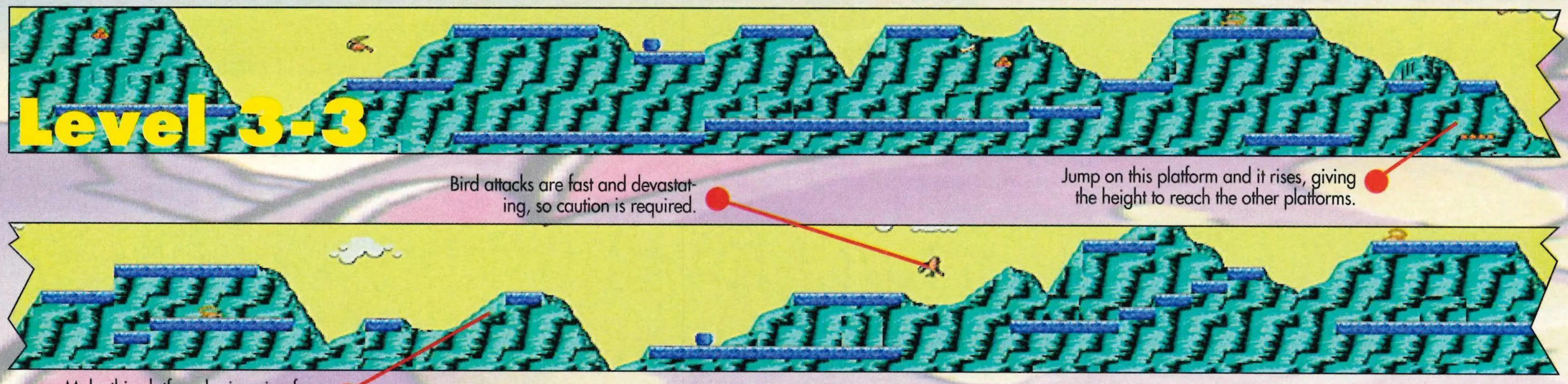
Scorpions dash about ready to pump Bignose full of venom. Bonk them on the head!

IN THE CLOUDS



It's easy to negotiate the clouds on this little half way stage.

Level 3-3



Bird attacks are fast and devastating, so caution is required.

Jump on this platform and it rises, giving the height to reach the other platforms.

Make this platform by jumping from the previous platform late.

Be extra careful not to trip up on the scorpions as you need your stones to kill the tiger.



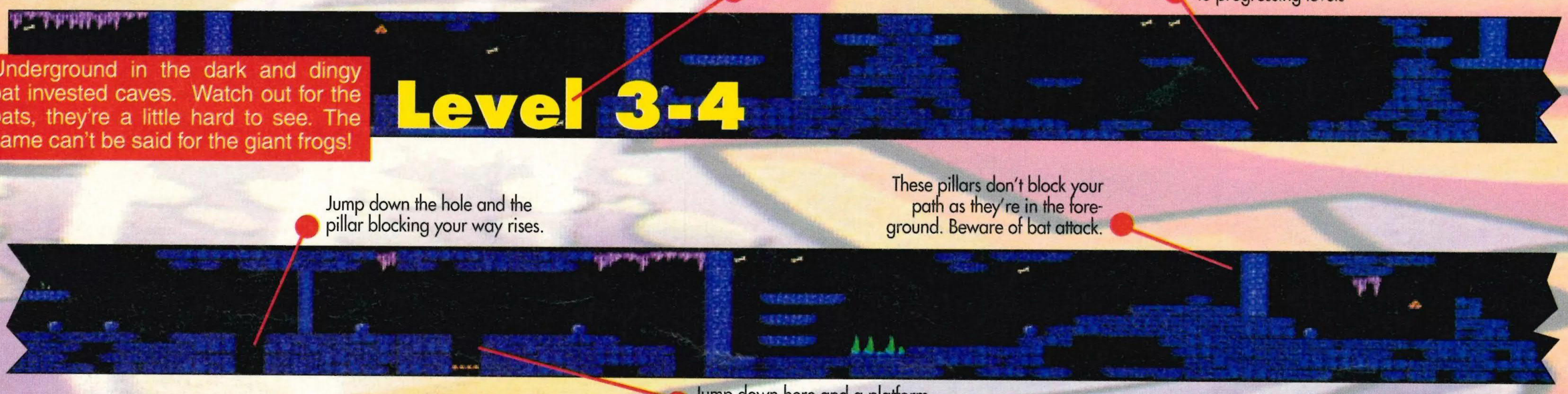
Carelessness isn't tolerated on this level, so don't miss the wide jumps!

This hole leads to an underground route but it's not easy so be warned.

Jump down here to move on to progressing levels

Underground in the dark and dingy bat invested caves. Watch out for the bats, they're a little hard to see. The same can't be said for the giant frogs!

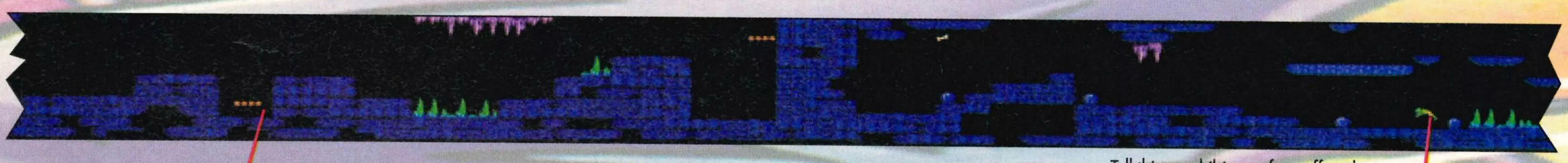
Level 3-4



Jump down the hole and the pillar blocking your way rises.

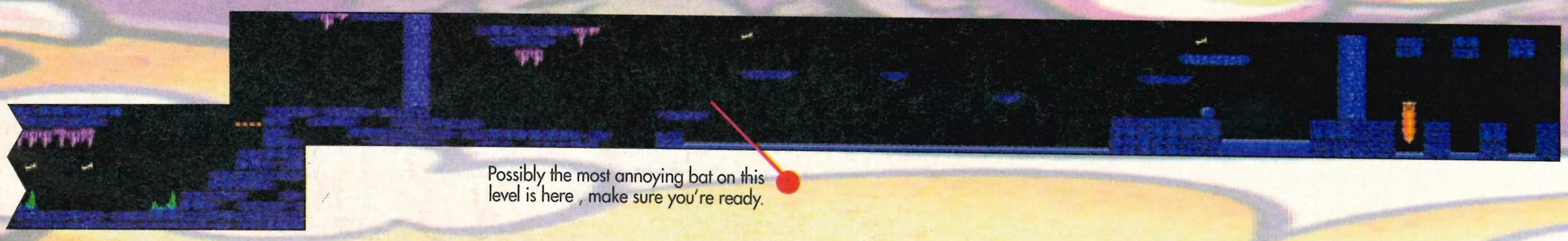
These pillars don't block your path as they're in the foreground. Beware of bat attack.

Jump down here and a platform appears, the pole blocking your way vanishes.



This lift goes up to the higher level. A bat is sneaking around here.

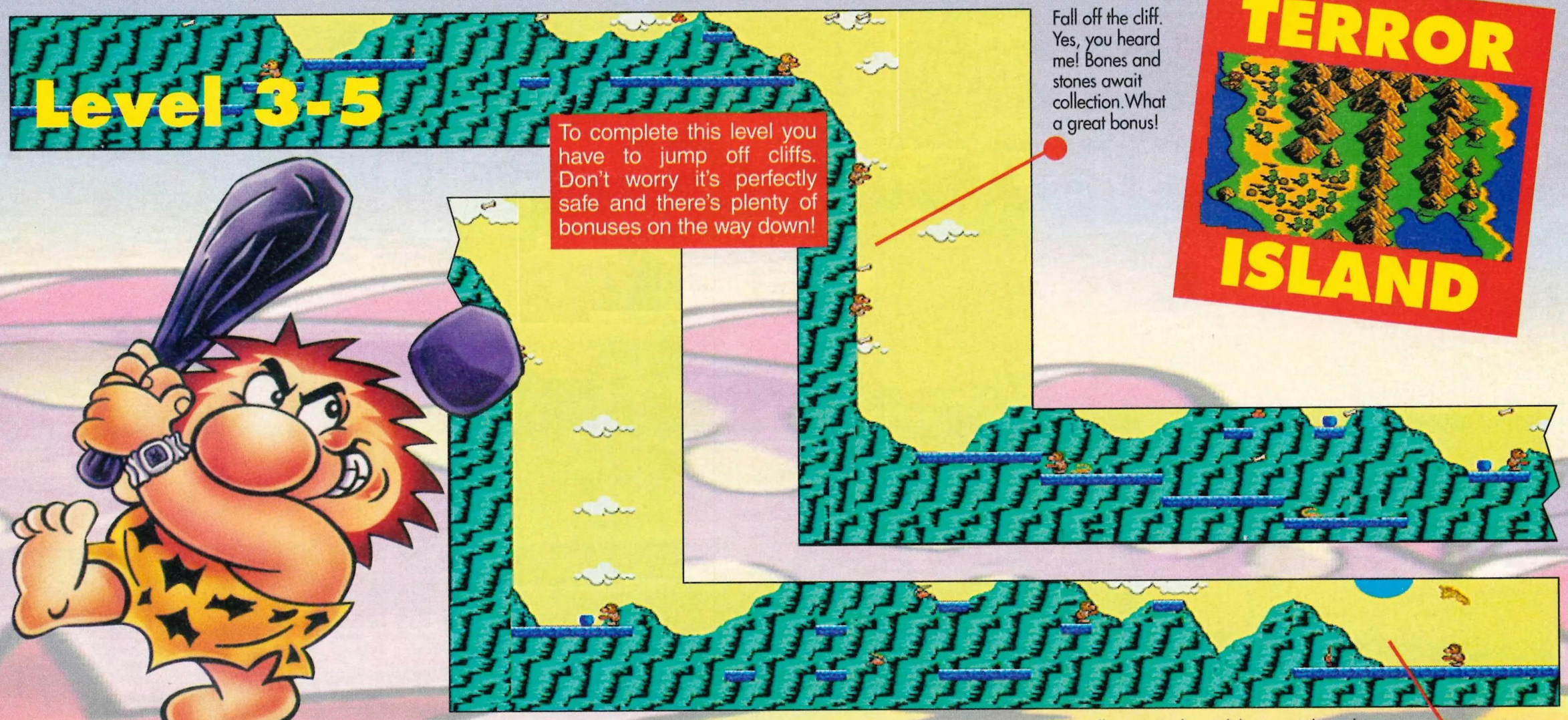
Tell this amphibian to frog off and give him a fair old clubbing. Watch out for the bats here.



Possibly the most annoying bat on this level is here , make sure you're ready.

TERROR ISLAND

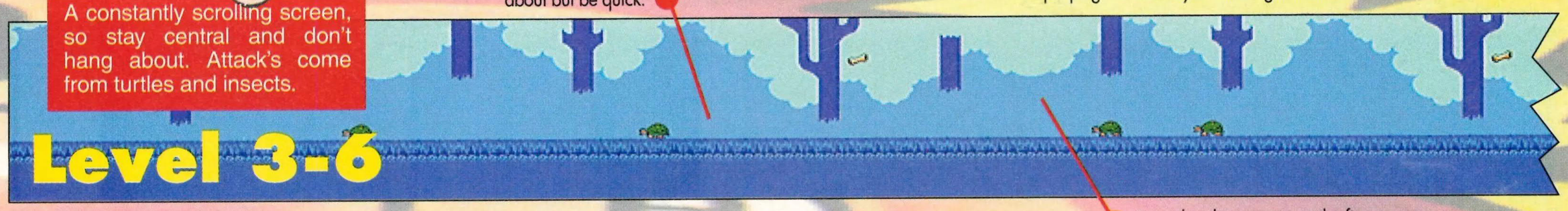
Level 3-5



To complete this level you have to jump off cliffs. Don't worry it's perfectly safe and there's plenty of bonuses on the way down!

Fall off the cliff. Yes, you heard me! Bones and stones await collection. What a great bonus!

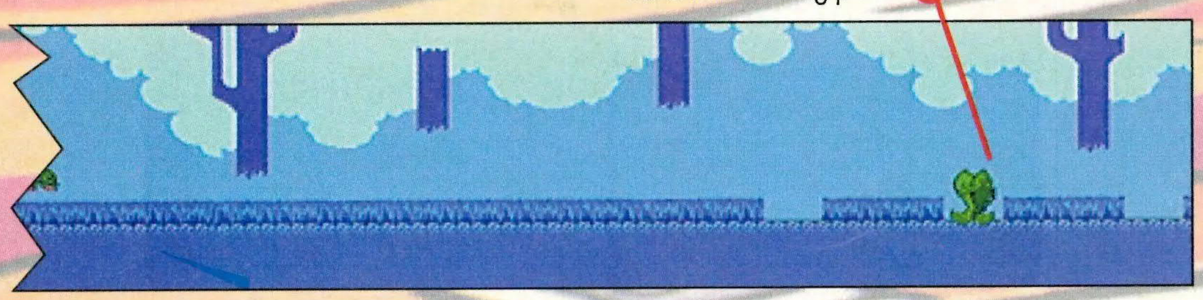
Level 3-6



A constantly scrolling screen, so stay central and don't hang about. Attack's come from turtles and insects.

Only turtles and insects to worry about but be quick.

Stand well away and avoid the Tiger's huge leaps. His jumps get closer to you the longer it takes to kill him.



The fish knocks you flying if you stand in the wrong place.

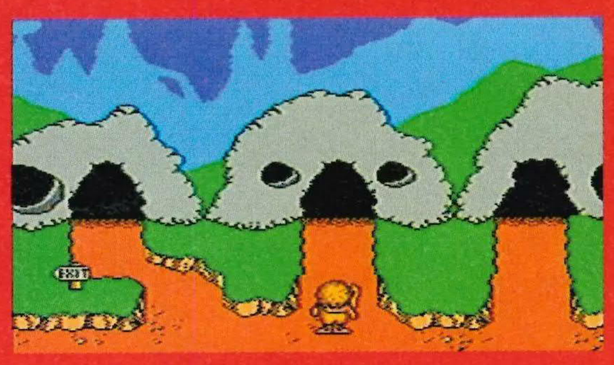
Keep thrashing away on the fire button and stay fairly central.



GUARDIAN

Here fishy fishy! That cave cod is worth a free subscription to Angling Weekly. Stay in the middle of the second platform and fire or hit. Three hits should do the trick.

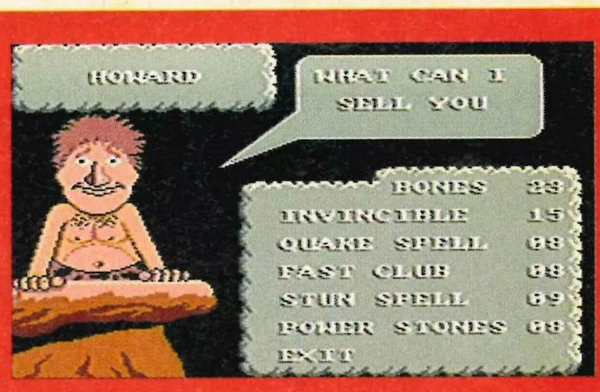
CAVE TRADERS



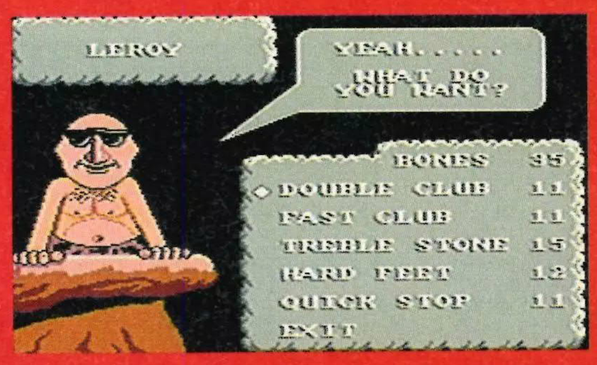
A choice of three caves confronts you every two or three levels.



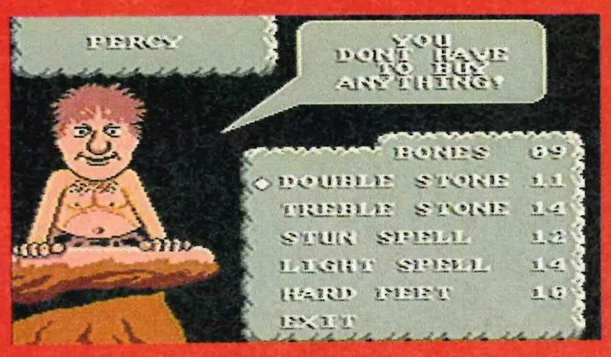
An extra life is usually available if you enter the cave to the right



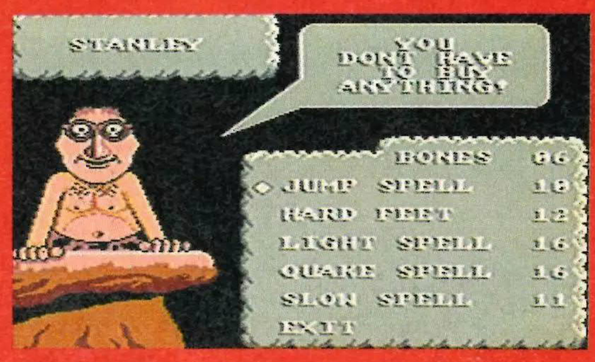
The Stun spell freezes any life around so you can put your club to work safely.



Percy may look cool, but his goods are rubbish!



The Hard Feet spell allows you to jump on anything and kill it.

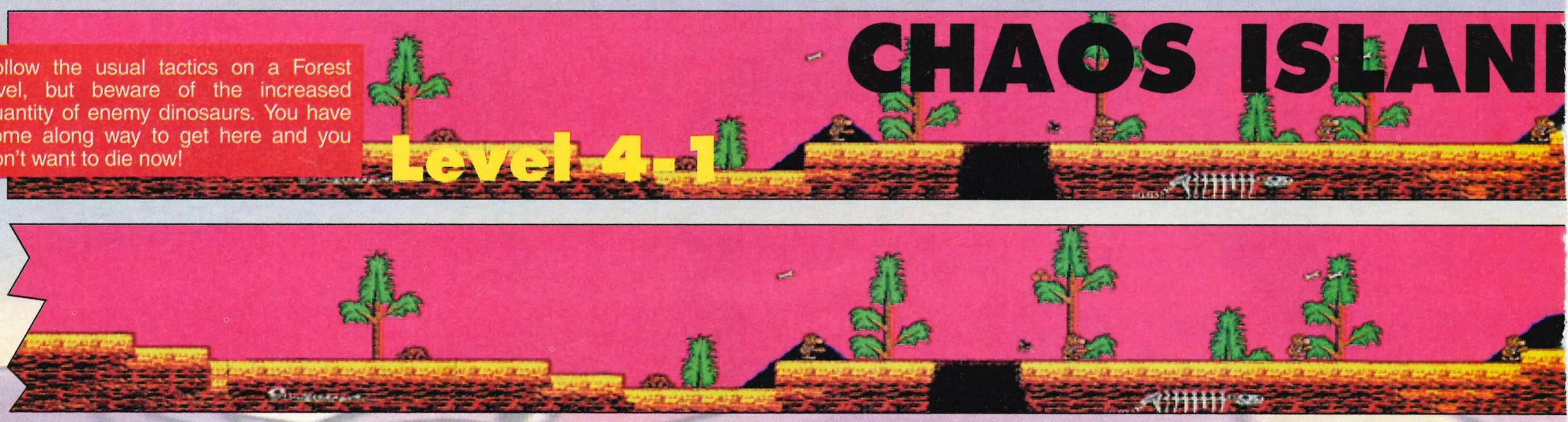


Stay off the drugs Stanley! Would you trust this man?

CHAOS ISLAND

Level 4-1

Follow the usual tactics on a Forest level, but beware of the increased quantity of enemy dinosaurs. You have come along way to get here and you don't want to die now!

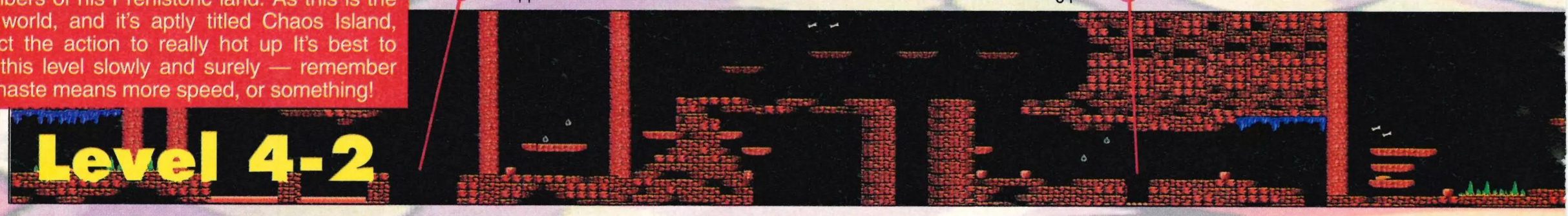


Level 4-2

Once again Bignose enters the dark inner chambers of his Prehistoric land. As this is the final world, and it's aptly titled Chaos Island, expect the action to really hot up It's best to take this level slowly and surely — remember less haste means more speed, or something!

An Underground level's down this hole, it's every bit as awkward as the upper level.

This is another one of the holes you jump in to trigger the release of the obstructing pillar.

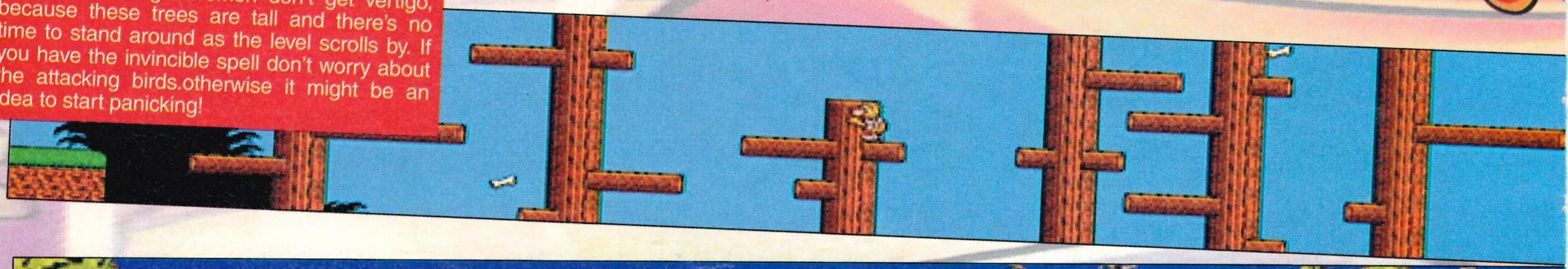


Drips drop in a pattern from the ceiling. dodge them after checking the rhythm of their fall.

Hot lava does more than burn your toes so don't go near it.

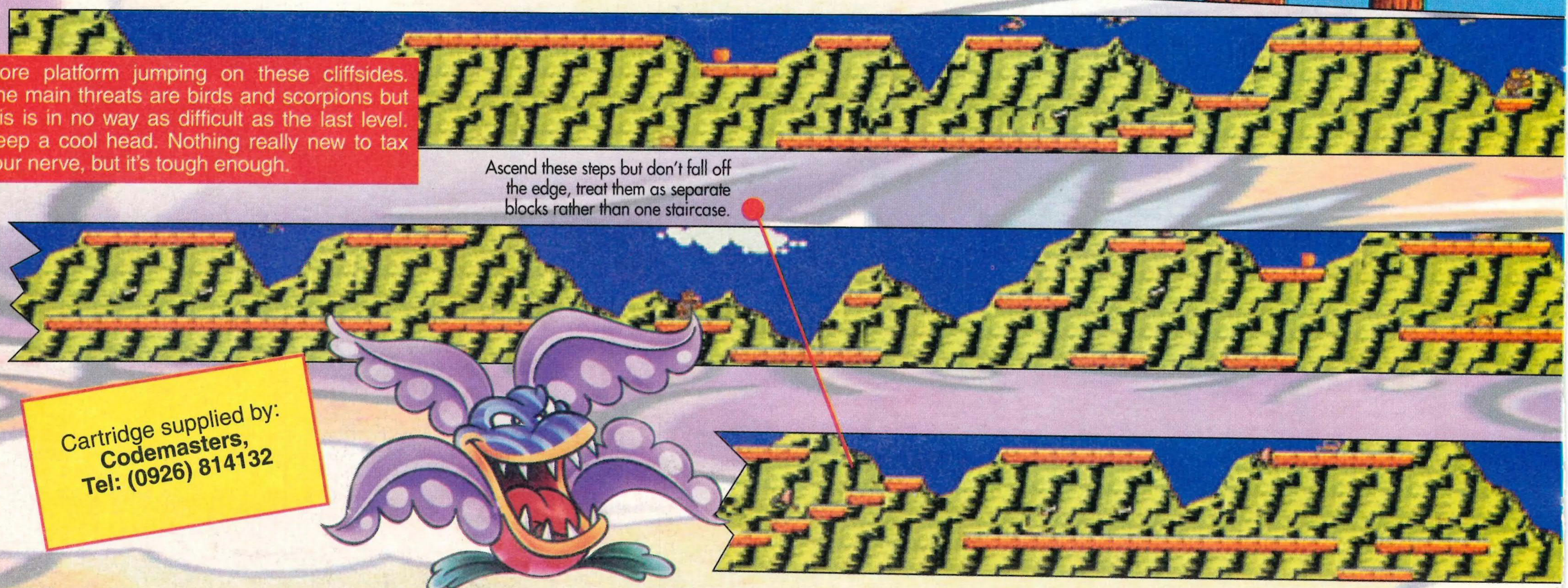


It's a good thing cavemen don't get vertigo, because these trees are tall and there's no time to stand around as the level scrolls by. If you have the invincible spell don't worry about the attacking birds.otherwise it might be an idea to start panicking!



More platform jumping on these cliffsides. The main threats are birds and scorpions but this is in no way as difficult as the last level. Keep a cool head. Nothing really new to tax your nerve, but it's tough enough.

Ascend these steps but don't fall off the edge, treat them as separate blocks rather than one staircase.



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This fly creeps up behind you at head level. It's a good idea to jump it.

Big nasty spiders dangle on invisible threads. Time your runs to avoid them.

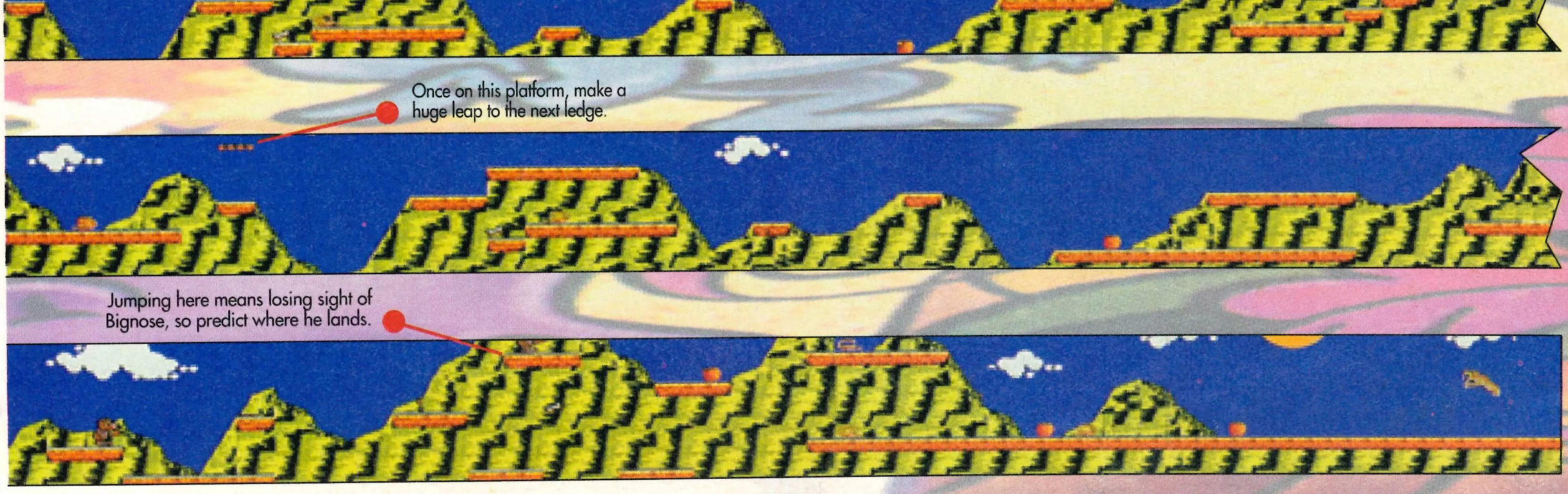




Not one but two rats to club on the head! As they're low to the ground it's easy to miss, so be careful.

When the feathered furies flock at you it's very hard to dodge them. Hit out and keep jumping as the scrolling background never waits for you.

Level 4-4



Once on this platform, make a huge leap to the next ledge.

Jumping here means losing sight of Bignose, so predict where he lands.

SUMMARY

GAME NAME: Dinobasher
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 7,280,109
NUMBER OF LEVELS: 6
CHALLENGE RATING: Easy

If you think you can beat the pros at SEGAXS on any of the games covered in this issue, why not send in your high score, together with proof to SEGAXS High Scores. The address is at the front of the mag.

Level 4-7

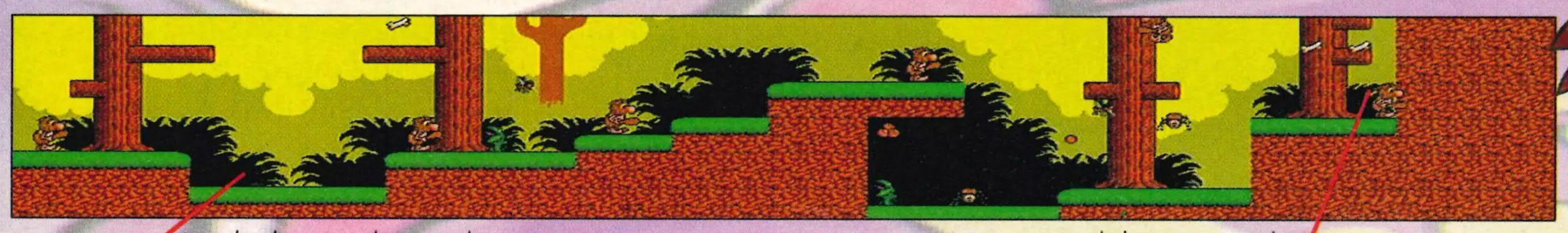
Spiders and man eating plants stand in your way on the jungle floor. Traverse the trees and tree stumps to reach the Scorpion guardian who awaits at the end.



Stay up with this moving bridge, as it moves while you stand still.



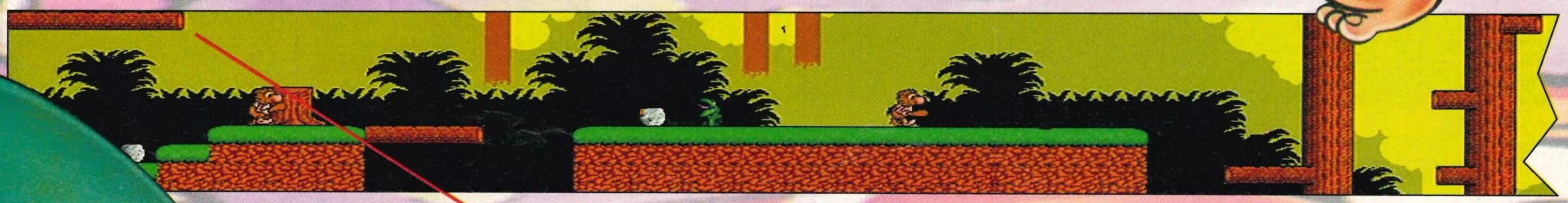




A spider dances on the ground between these trees so go above, on the branch platforms.

Jump up to reach the tree tops and get over the hill in the clouds.





Jumping from this branch leads to a trader and the chance to gain some spells.

Watch these spiders. Don't lose your ammo because you're about to face the guardian!





Fly over more lava-spewing volcanoes and battle it out with big irritating birds. An invincible spell would make your life a million times easier so prey you have one!

You've had it good up until now! These birds are in great supply and attack in waves of up to five!

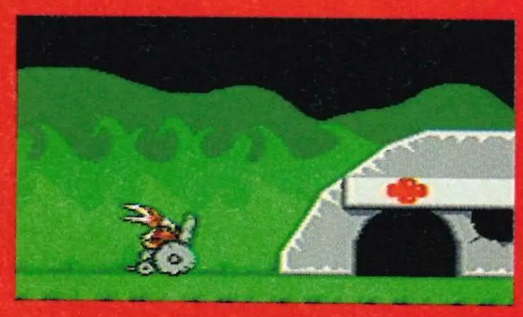


This bird is the reason Bignose travelled so far. Shoot him as many times as possible, while moving to the corners to avoid his attacks..

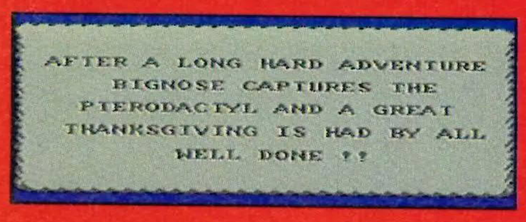


SUPPER TIME!





Bignose finally gets his bird. It's time to cook up a nice roast. If you complete the game and see these screens you've done well. Congratulations!



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REVIEWS

This the part of the magazine where we tell you what the Pros think of the latest batch of releases. That's right – reviews! Each review contains no less than 1000 words of complete critical appraisal and utter lies because we want the software companies to send us Ferraris and loads of dosh. No, really, each review will concentrate on value for money and how the game rates with the competition. Remember, the XS team complete every game they play and so who better talk about the entire game?

The 'XS Recommended' award will only go to those games that we would actually buy ourselves and must be of the highest quality. Examples of Recommended games are *Street Fighter II:Special Champ Edition*, *Landstalker* and *Thunderhawk*. Only the cremé de la cremé will get an 'XS Recommended'.

Well, it's a picture, innit! We concentrate on the words rather than the visuals and so the game shots in each review are limited. A selection of the levels will be pictured, unless it is a beat-'em-up when a selection of the moves will be illustrated. They say a picture can tell a thousand words, but XS reviews give you both!

The bulk text of the review will be an honest opinion on the game's merits and faults. The reviewers at XS are expert gamesplayers and so no one else can fill you in on the complete picture. Graphics, sound and general gameplay are explained in detail, but we also feel that the much-underrated challenge factor is often neglected. XS reviews will be concentrating on value for money and whether or not the game is actually worth the cash.

Instead of a percentage mark, we have included this 'at a glance' guide to the game's good and bad points. Each of these points will be expanded in the text of the review.

As we are a solutions magazine, each game gets a small selection of tips and cheats that we've discovered while playing the game. This section will also tell you if the game will be solved in a future issue.

No messin', this stats box will immediately tell you what you need to know. What machine? How much? How big? Where to get it and from whom. The MEG refers to the size of the game in Mbits. Most Mega Drive games vary between eight and 24 Mbits.

SEGA XS REVIEW

After *Sewer Shark*, Sony's firmly established itself in the fast growing CD market. Not wishing to let this creative outlet burn itself out they've invested a massive three million dollars just for the film footage in *Ground Zero Texas* — their latest interactive enterprise. Is this going to be money well spent or a case of flash the cash and dress an average game up with hype?

Set in a small, dusty Texan town, you're the last hope to rid the Earth of evil alien invaders. These guys aren't messing. They assume human form to fool the townspeople and pack state of the art alien laser guns.

To begin with you control four secret installations, situated at set locations in the town. These installations contain a camera, which acts as your window on specific parts of the town, and a particle beam disrupter, which, in shorthand, translates to, a gun! To fire your weapon simply aim at the cross-hair overlaid on the film.

It's hard not to draw comparisons to the old 60's cult TV serial *The Invaders* starring David Vincent. The game contains a similar contrived atmosphere of spooky suspense.

The sinister mood of distrust is felt with every pan of the camera along the busy streets, leaving you constantly wondering who's human and who's an alien impostor.

Ground Zero Texas is a variation on recent light gun games such as *Lethal Enforcers* and *Mad Dog Mcree*. It also has strong similarities to *Night Trap*.

You can alter your physical position, and thus viewpoint, within the town via the camera installations. Checking the town is simply a case of moving between the four camera posts.

Agents scattered around the town aid you and add a little character to the game. In some sequences your job's to act as cover for them in a confrontation.

Saving their hides gains a valuable code vital once you enter the Alien Base in Stage Two. Without the codes accessing the alien's computer and raiding their vast arsenal of high-tech weaponry is impossible.

Plenty of introductory film footage both enhances atmosphere and interrupts game action. There's apparently seventy minutes of pure film footage crammed in the grooves of the two CDs.

All the footage was directed by Dwight Little of *Halloween IV* and *Home Alone* fame. In this sense the CD can be described as the first interactive movie. Not bad for three million dollars!

The one disadvantage is play's via the joypad. Light Gun fans may feel this detracts from the excitement generated by using their favourite toy.

However, this small niggle shouldn't deter you from considering this superb game. There's simply too many commands for the Light Gun to handle. Not only do you shoot the bad guys, but joypad commands also protect the camera by erecting shields, as well as changing your location.

The CD images aren't digitised, but real film footage with loads of real actors and actresses. Shooting someone accesses a classic bit of overacting in the death sequence. Arms are thrown dramatically into the air as the victims fling themselves athletically against the walls.

This is all excellent fun, particularly in the later stages when the aliens discard their human disguises. These rubber suited fiends look like they've escaped from an early episode of *Doctor Who!*


Rest in peace, alien scumbag!

However, most impressive is the way they gruesomely explode in a shower of blood and guts when shot. Now that's what I call a brilliant piece of film footage!

Throughout the action the CD access is fast and glitch free. Sony obviously thought about the gameplay before they embarked on the programming. Until now these shooting games had one serious disadvantage — the predictability of the action.

In *Ground Zero Texas* just when you're feeling cocky and training your sights on the man shot last time round, the alien aggressor turns out to be someone completely different. Thus your reflexes are constantly in question and there's no chance to relax.

As the game progresses the action switches to a camera held by a mobile unit. This adds a different viewpoint on the game, placing it ahead of *Lethal Enforcers* in my estimation.



The second stage begins with a mobile unit entering the alien base for some serious blasting.

Another small difference between the games is the consequences of shooting an innocent bystander. If you kill some ordinary Joe or one of your own men prepare to be smacked very hard on the jaw by your superior officer. Ouch, nice touch Sony!

Ground Force Zero may not be particularly original, but, along with *Thunderhawk*, it's definitely the best game to blast it's way onto the Mega-CD at present.

I'm impressed by the feeling of quality exuding from the game. They've got the atmosphere and gameplay about right, while I applaud the way the game's been designed with a seemingly random selection of alien targets.

A must for fans of blood, gore and fast-paced shooters, *Ground Zero Texas* has taken up where the heavily flawed *Night Trap* left off. Definitely the best in the genre to date.

RF

PROS

- The price is below average for CD's. A good sign considering the quality of the game. Keep it up Sony!
- Oodles of real film footage make this highly watchable and hugely entertaining.
- Gameplay's not as repetitive as predecessors in this genre.
- Reflexes are put through the mill.
- More plot than usual for a shoot-'em-up.
- Alien shrieks, eerie intro and credits music, and real film sound makes for realism. A definite plus in the atmosphere stakes.

CONS

- Action can get a little repetitive as you progress.
- Some of the film sequences may get on your nerves if you're thirsting for more action.
- No light gun detracts from shooting action.

TIPS

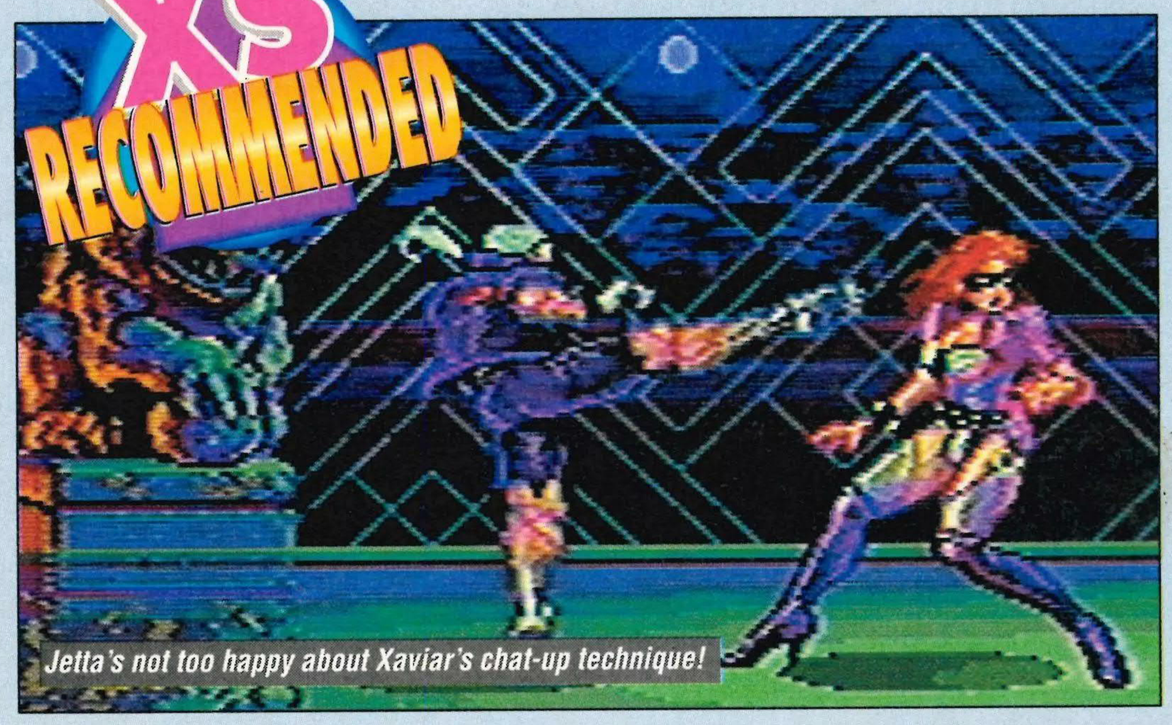
- **Always check for the targets around alien impostors as distractions may occur to drag your attention away from the real foe.**
- **Never rely on what you have learnt about the identity of villains from a previous game.**
- **If you leave your camera, put a shield around it for safety.**

GROUND ZERO TEXAS

£44.99
2 CDs
OUT NOW
MEGA CD

PUBLISHER: SONY
TEL: (071) 734 5151

XS RECOMMENDED



Jetta's not too happy about Xaviar's chat-up technique!

At long last there's a fight game to top *Street Fighter II! Eternal Champions* is the ultimate beat-'em-up, wiping the floor with the likes of *Mortal Kombat* and scrambling ahead of all the rest. Nine varied and awesome fighters compete in a superbly addictive and challenging tournament — the prize being life itself. With special moves in abundance and excellent graphics to boot, *Eternal Champions* looks every inch a classic!

Eternal Champions looks like a lot of other games in the genre. The big difference is it plays far better than anything I've seen before, including even *Street Fighter II*!

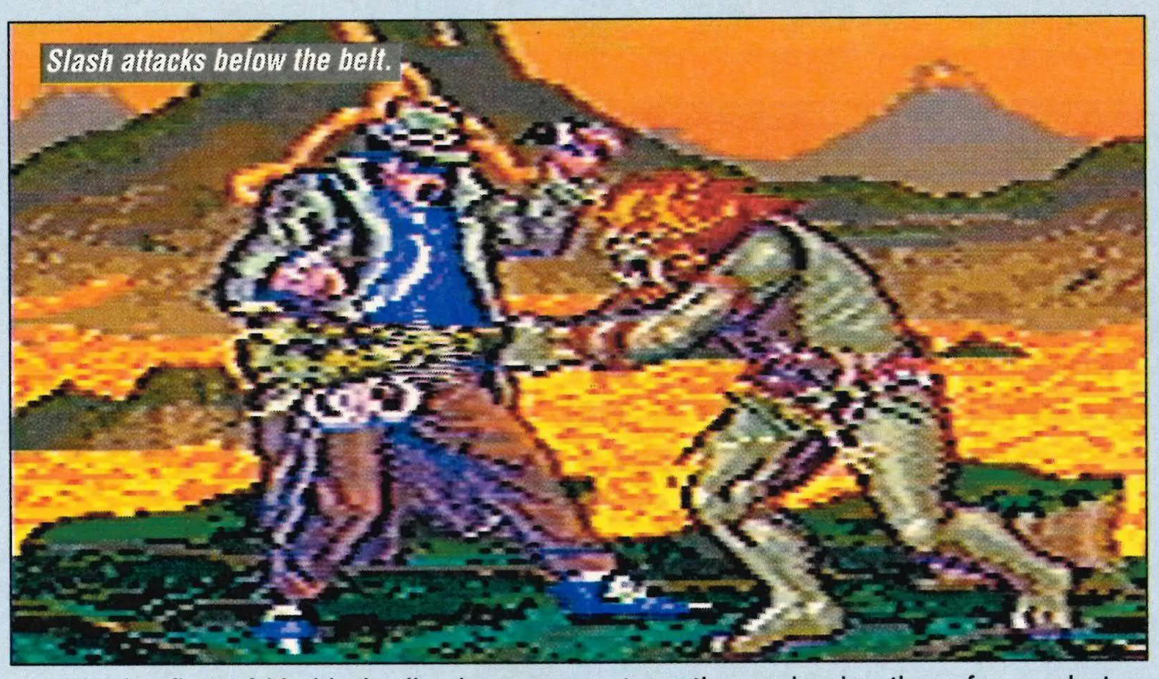
The graphics are up there with *SF II*, with atmospheric backgrounds and large, well defined sprites. There's nine superb characters to choose from, including Rax, a cyber-fighter, Slash, a prehistoric hunter and Shadow, a female corporate assassin. All fighting for the right to live once more.

Eternal Champions ' style improves upon the standard set by *Street Fighter*, with the greatest development being the control system. The special moves are quick and easy to perform, mainly due to the combinations of buttons and directions being more straightforward.

This doesn't mean the moves are limited though. The game boasts over a hundred different attacks and blocks, with each player's special moves being easy to activate. It can be played using a six button joypad, but a three button pad will do the trick. Simply use the start button to flick between kick and punch options.

This simple doubling up of buttons provides a good selection of differing combinations, bringing power to your finger tips, without having to go through difficult joypad manoeuvres.

The game boasts a vast array of options. The most notable of these is the background control panel. This feature is the first of it's kind, allowing you to add to the difficulty of the fight by turning weaponry on in the background.



Slash attacks below the belt.

As you fight, avoiding these weapons is vital. Flying rotary saws, fire mines, spiked balls, scatter grenades and another dozen or so hazards can be activated.

This extra option really adds to the difficulty of the fight, forcing you to not only avoid your opponents special moves, but also the crazy weaponry that races around the arena. It's great stuff and I love every minute of it!

This isn't the only game-changing option. The speed of the characters can be adjusted to slow, normal or overdrive, which is much faster than a full star compliment in *SF II Turbo*. The power of all the moves can also be turned down, making victory much harder and consequently more satisfying when victory's achieved.

Add the choice of background, and the built-in option to fight the same character, and you have a wonderful control basis to shape fight scenarios. There's even an instant replay option, allowing you to revel in your best bone-crunching moves over and over again!

The choice of characters is superb. The players all look great, with not one but two large breasted female characters (obviously the word sexist means nothing to you Neil!- Ed) to choose from. Shadow is a sort of Gothic Queen with thigh boots and suspenders, while Jetta has a more lady like appearance, wrapped in flimsy fabrics and chains of pure gold.

The other characters all have very distinctive looks and graceful moves. Blade, a bounty hunter from the future, looks like Wesley Snipes in *Demolition Man* and has awesome punching power. His arrogant attitude also insults the opposition and drains their inner-strength, weakening them for combat.

Rax is a CyberPunk kickboxer from the 24th century who produces a powerful fire ball from his stomach; Slash is a Prehistoric hunter who's weapon is a huge club and my favourite, Trident, is a green, fishy looking bloke from Atlantis with the best special moves I've ever seen. These include a very impressive scissors lock and flip.

The other characters all have their own little quirks and mysterious powers and they're always well designed and visually pleasing.

There are also plenty of options for the type of contest to compete in. Play in one player mode, fighting the characters in one-off battles, or in the main tournament. You can play in frenetic two player battles, or more than one player can enter the tournament in a battle for supremacy.

It's also possible to set up a multi-player event, allowing more than two players to compete. Ideal for settling simmering feuds about who's the best player in the SEGA XS office!

The number of options is stunning, making this the most addictive game of it's type ever to hit the streets. *Eternal Champions* leaves *Street Fighter II* and the best selling, but ultimately disappointing, *Mortal Kombat* in it's wake.

The best thing about *Eternal Champions* is the perfect blend of brilliant graphics and animation, with amazingly addictive gameplay. All too often a game will bring you one or the other. *Eternal Champions* not only looks cool but plays cool — it's simply the best!

NA

PROS

- Colourful and well drawn backgrounds.
- Excellent variation of characters and moves.
- Staggeringly crisp graphics are complemented by clear and well designed sprites.
- Awesome playability and instantly addictive gameplay
- Superb sound FX.
- Easy to use control system.

CONS

- The high price of the cart may be off putting to all but die-hard beat-'em-up fans.
- A similar style to *Street Fighter II*.

TIPS

- **Once you learn the special moves for a couple of characters you find the same buttons are used for most special moves. If using a three button joypad, it's easy enough to swap between the kick and punch options to gain the effect of all the special moves.**
- **Before entering the contest for real it's a good idea to first get some practice in in the Training Mode. This allows you to improve your reactions through a series of different tests. Each of the tests also allow you to learn a characters special moves and test them out without the pressure of combat. Remember practice nearly always makes perfect!**

ETERNAL CHAMPIONS

£59.99
24 MEG
OUT NOW

MEGA DRIVE

PUBLISHER: SEGA
TEL: (071) 373 3000

SKITCHIN'

Rollerblading down highways and grabbing onto the back of the nearest passing car's always a favourite pastime of mine. Oh, how I remember those wild, carefree and misspent days of youth. My, what fun... Of course, I'm much older now (13 and counting!) and those days are far behind me, but can you imagine my joy when this game turned up at the office? This takes me back, I can tell you!

Much in the *Road Rash* mould, Electronic Arts latest extravaganza's based on the mad, bad world of Skitcin'. The game's a street smart and gritty portrayal of a young rookie skitcher, trying to upstage the veterans in a series of illegal races across America and Canada. The ultimate goal's claiming the title of Top Dog.

When you first switch the machine on there's a warning message telling you not to attempt any of the stunts portrayed in the game. Ha! Those crazy guys at EA! I mean as if we would, eh?

Everything from the scrolling, to the screen layout, right up to the way the screen pans out from you at the finish of a race is half-inched from *Road Rash*. What's different though is the controls and means of travel — gone's the bike, only to be replaced by a radical pair of rollerblades.


The Skitchin' formation dancers lean to the left!


Don't try this at home kids. Well, it looks bloody painful for a start.

With shirt-tails flying and drum-heavy rock blaring, the skating begins. After a few seconds, the first car approaches in the rear-view mirror. Waiting in the middle of the road until it's level with you, you skate across and grab hold of it's back bumper, hanging on for dear life.

It's possible to use the car's momentum to propel the skater forward to the next car along the road. If you happen to meet one of the other competitors along the way? Well, heh, what's an elbow in the face ever done to anyone? Just ask Gary Mabbutt!

Along the way, there's plenty to pick-up. A small armoury of weapons to use against the other skitchers is at your disposal — crowbars, whips, screwdrivers, nunchuchas, chains and iron bars; name it and these guys use it!

Obstacles make the road even more dangerous. These include potholes and wire-mesh. Grabbing onto the backs of cars has it's dangers as well, it's no fun being smacked in the face by a car boot or another skater!



Straight up guv, it just fell off the back of a lorry.

To advance in the competition, you must win loads of money in order to pay your way. There's several ways of doing this, including hitting people, skitchin' cars and trucks and performing outrageous tricks.

To perform tricks jump over ramps and generally act like a complete idiot along the way. The more daring the stunt, the higher the prize money.

After each race, it's into the local skate shop to get hold of the latest high-tech skate wear. The more money you have, the better the equipment. Knee pads, elbow pads and better skates are all available and add a bit of variety to the proceedings.

The game contains some brilliant music, depending on your tastes. *Metallica* style metal is the order of the day. Headbanging? Was I!

Sound effects are top notch, with the soothing swish of the skates clashing with the bone-crunching thud of a car hitting a skater in the back. Well done Electronic Arts, ten out of ten in the jive stakes!

The graphics are way above average with convincing cars, buildings, trees and other skitchers flashing past at quite a rate; especially in the single player mode. Even in the split-screen two player mode, the game hardly slows down, although the sprites are noticeably smaller.

One small niggle, the two player mode's smaller graphics make catching onto the back of vehicle's much harder. Although the competitive edge more than compensates for this.

Everything about this game suggests hardwork on the programmers part. The games front end is very polished, with the spotlight in the options screen a refreshing break from the usual arrows and spots you normally get as a cursor.

The game's full of radical options — the pre-race television build-up as the rival skaters give their tips on skitching, the built-in 'CD'-player that acts as a sound test, I could go on and on. The bottom-line is — it's a brilliant game. It's got a thumping soundtrack, superb graphics and it's just awesome to play.

So why no recommendation? To put it simply, as good as the game is, there's no variety. Once you've won a few races, you've seen most of the game.

On the other hand, if you're a fan of Metallica, skating or skitching (like me!) this is the game for you. Buy baby, buy!

MP


The long road home!

PROS

- The actual concept of the game is very brave and original.
- This game's fast and furious, even in two player mode.
- The music is trash-metal-tastic mates! If you like that sort of thing.
- The graphics are top quality.
- There's new equipment to buy after every race.

CONS

- Too similar to the *Road Rash* games to ever win awards for originality.
- There is not a lot of variation between the races.

TIPS

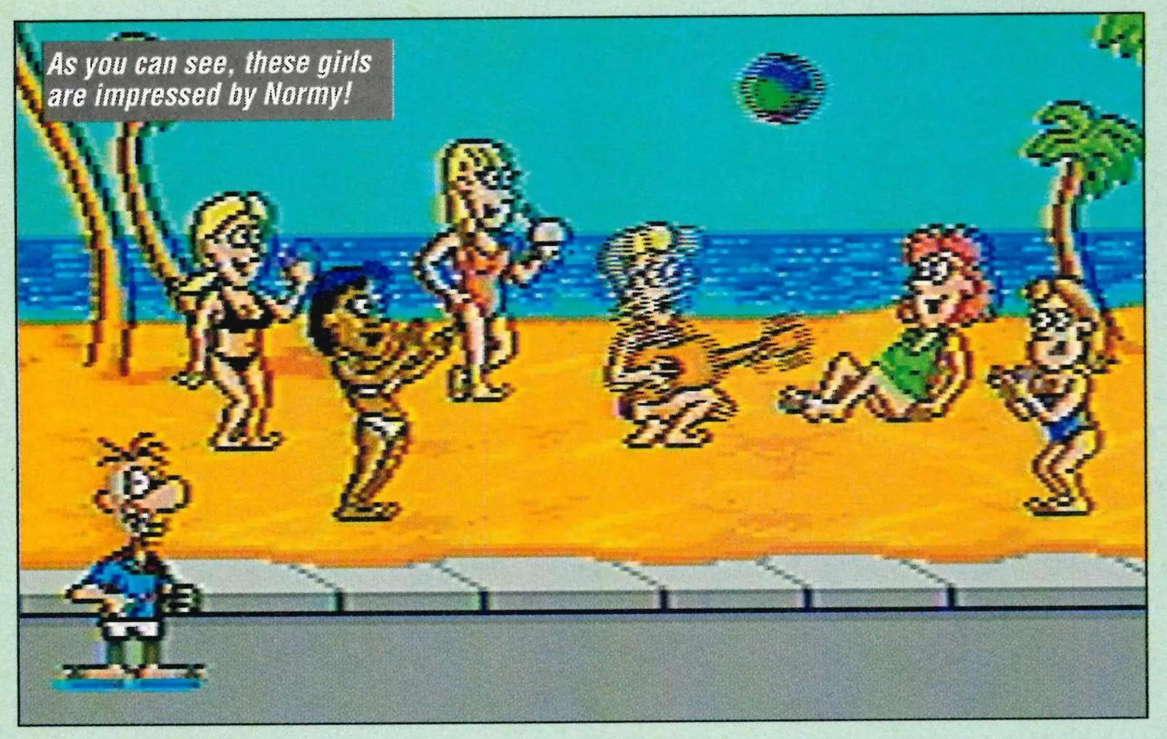
- **Stay in the centre of the road to avoid being knocked down by overtaking cars. It's also easier to grab onto them in this position.**
- **Note down the password after every race, so, if something goes wrong in the next race, simply enter the old password and you don't lose any money.**

£44.99
8 MEG
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MEGA DRIVE

PUBLISHER: EA
TEL: (0753) 549 442

NORMY

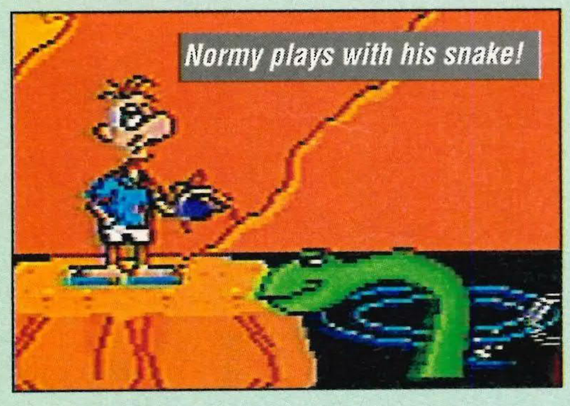

As you can see, these girls are impressed by Normy!

This Normy's a bit of a nerd! I mean, just look at him. He's best described as a cross between David Bellamy and Bart Simpson. Normy's the type of guy everyone calls rude names and generally makes life miserable for at school. Anyway, he's an unlikely hero, but hero he becomes in the latest platformer from Electronic Arts.

Normy is something of a departure for Electronic Arts. I mean, this game's weird! The environments are really varied — how many game's do you know with levels ranging from the Californian surfing beaches to Transylvania and all the way back to the Stone Age. Like I said, weird!

There's six worlds in all to explore, each with it's own peculiarities and problems. For instance, in 1970s Transylvania you've four wacky stages of a spooky castle to overcome. It's packed to the rafters with ghosts and ghoulies, all out to scare the pants off poor old Normy!

The game ends up in the dark depths of hell, taking you on another exploration of the spooky side of life and death.


Normy plays with his snake!

It all sounds like great fun, but, before you get too excited, read on. Let me explain why Normy's moving through time and, more importantly, what I actually think of the game…

Normy's walking down the street one bright, sunny day, admiring the girls


It must be love.

when a most unlikely event occurs. A flying saucer zooms down from the heavens and literally sucks up all the beach babes! Jeepers! What shall poor old Normy do?

As the poor guy's musing over this very question, a passing crane, that's a type of bird, fool, drops him the answer in the form of a note. This tells him to travel through time after the girls and save the day.

A few seconds later the crane flies by again, as they do, this time dropping a bottle of suntan time-travel oil — you know the stuff, £4.99 in Boots. Normy promptly rubs half the cream onto himself and drinks the rest, this scenario just gets weirder and weirder!

A white light surrounds our hero and he's engulfed in a ball of energy, disappearing into the mists of time in search of the scantily clad babes. Definitely a plot short on political correctness!

Normy's a one-player, platform puzzle/beat-'em-up. Unfortunately, it's also the worst EA game to come along in a long while. There's no skill levels, the graphics are terrible, the sound's even worse and it plays like a second-rate *B.O.B.* (and that was bad enough).

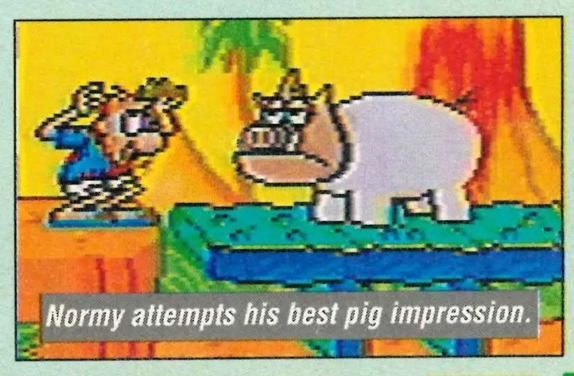
Now don't get me wrong, I love Electronic Arts, but quite who they want to sell this to is beyond me. Compared to top-quality platform games like *Aladdin*, *Sonic* and *Flashback* it's a stinker. *Normy* fails to do justice to a genre already stretched to the limit.

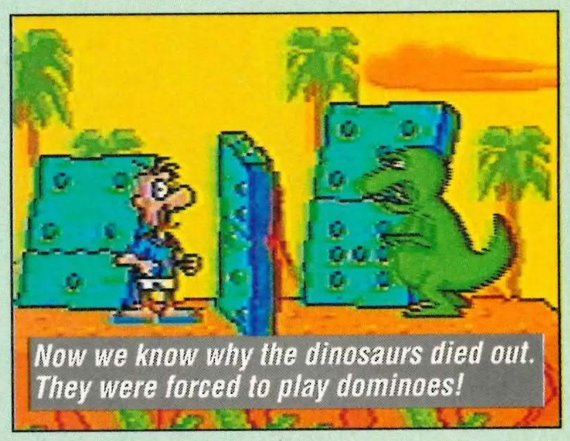
So where do I begin to explain my bad vibes, baby? Well let's start with the graphics. At first the words 'Interactive Cartoon' flash to mind. Big, exaggerated and colourful creatures wander around a funky landscape, bringing a grin to your face.

Sadly these positive vibes last about a minute, before you realise actually playing the game's disrupted by the style of the graphics.

They're so annoying! It's the way they're drawn — big heads, skinny arms and big feet. It just doesn't work, distracting you constantly from the, already poor, gameplay.

The sound's also well below par. If you want to hear a bad rendition of the *Toe Jam and Earl* theme look no further! It's so annoying you'll want to throw your joypad at the screen.


Normy attempts his best pig impression.


Now we know why the dinosaurs died out. They were forced to play dominoes!

Another! It tries to be cute and funky, but sadly doesn't succeed.

During play the idea's to solve puzzles in order to progress. For example, the route in the first level is blocked by a giant female dinosaur.

What do you do to pass her? Go back and kill another female dinosaur, leaving her baby all alone. The baby follows you until you reach the other dinosaur, who then adopts the orphan and allows you to continue. It's a cruel idea, granted, but the baby seems to recover from the shock fairly quickly!

The gameplay isn't particularly riveting. You jump, you kill, you collect, you fall asleep, you wake up, you curse yourself for not reading the SEGA XS review and buying a smashing game like *Eternal Champions* instead!

To put it bluntly, the game's formula is too old and repetitive to stand up to today's standards. Sorry EA, but that's the way the cookie crumbles.

To be frank EA should stick to sports games; it's what they do best and we love 'em for it!

MP

PROS

- Quite original plot (I suppose…).
- Colourful graphics.

CONS

- The graphics are not only poor, but annoying as well.
- The music's of a low standard.
- The sound effects are harsh on the ears.
- The game formula is very stale.

TIPS

- **When jumping across the gaps on the second stage of level one, jump slightly before the edge to avoid being bitten by the snakes.**

£39.99
8 MEG
OUT NOW

MEGA DRIVE

PUBLISHER: EA
TEL: (0753) 549 442

GROUND ZERO TEXAS

After *Sewer Shark*, Sony's firmly established itself in the fast growing CD market. Not wishing to let this creative outlet burn itself out they've invested a massive three million dollars just for the film footage in *Ground Zero Texas* — their latest interactive enterprise. Is this going to be money well spent or a case of flash the cash and dress an average game up with hype?

Set in a small, dusty Texan town, you're the last hope to rid the Earth of evil alien invaders. These guys aren't messing. They assume human form to fool the townspeople and pack state of the art alien laser guns.

To begin with you control four secret installations, situated at set locations in the town. These installations contain a camera, which acts as your window on specific parts of the town, and a particle beam disrupter, which, in shorthand, translates to, a gun! To fire your weapon simply aim at the cross-hair overlaid on the film.

It's hard not to draw comparisons to the old 60's cult TV serial *The Invaders* starring David Vincent. The game contains a similar contrived atmosphere of spooky suspense.

The sinister mood of distrust is felt with every pan of the camera along the busy streets, leaving you constantly wondering who's human and who's an alien impostor.

Ground Zero Texas is a variation on recent light gun games such as *Lethal Enforcers* and *Mad Dog Mcree.* It also has strong similarities to *Night Trap.*

You can alter your physical position, and thus viewpoint, within the town via the camera installations. Checking the town is simply a case of moving between the four camera posts.

Agents scattered around the town aid you and add a little character to the game. In some sequences your job's to act as cover for them in a confrontation.

Saving their hides gains a valuable code vital once you enter the Alien Base in Stage Two. Without the codes accessing the alien's computer and raiding their vast arsenal of high-tech weaponry is impossible.

Plenty of introductory film footage both enhances atmosphere and interrupts game action. There's apparently seventy minutes of pure film footage crammed in the grooves of the two CDs.

All the footage was directed by Dwight Little of *Halloween IV* and *Home Alone* fame. In this sense the CD can be described as the first interactive movie. Not bad for three million dollars!

The one disadvantage is play's via the joypad. Light Gun fans may feel this detracts from the excitement generated by using their favourite toy.

However, this small niggle shouldn't deter you from considering this superb game. There's simply too many commands for the Light Gun to handle. Not only do you shoot the bad guys, but joypad commands also protect the camera by erecting shields, as well as changing your location.

The CD images aren't digitised, but real film footage with loads of real actors and actresses. Shooting someone accesses a classic bit of overacting in the death sequence. Arms are thrown dramatically into the air as the victims fling themselves athletically against the walls.

This is all excellent fun, particularly in the later stages when the aliens discard their human disguises. These rubber suited fiends look like they've escaped from an early episode of *Doctor Who!*


Rest in peace, alien scumbag!

However, most impressive is the way they gruesomely explode in a shower of blood and guts when shot. Now that's what I call a brilliant piece of film footage!

Throughout the action the CD access is fast and glitch free. Sony obviously thought about the gameplay before they embarked on the programming. Until now these shooting games had one serious disadvantage — the predictability of the action.

In *Ground Zero Texas* just when you're feeling cocky and training your sights on the man shot last time round, the alien aggressor turns out to be someone completely different. Thus your reflexes are constantly in question and there's no chance to relax.

As the game progresses the action switches to a camera held by a mobile unit. This adds a different viewpoint on the game, placing it ahead of *Lethal Enforcers* in my estimation.

Another small difference between the games is the consequences of shooting an innocent bystander. If you kill some ordinary Joe or one of your own men prepare to be smacked very hard on the jaw by your superior officer. Ouch, nice touch Sony!

Ground Force Zero may not be particularly original, but, along with *Thunderhawk*, it's definitely the best game to blast it's way onto the Mega-CD at present.

I'm impressed by the feeling of quality exuding from the game. They've got the atmosphere and gameplay about right, while I applaud the way the game's been designed with a seemingly random selection of alien targets.

A must for fans of blood, gore and fast-paced shooters, *Ground Zero Texas* has taken up where the heavily flawed *Night Trap* left off. Definitely the best in the genre to date.

RF



The second stage begins with a mobile unit entering the alien base for some serious blasting.

PROS

- The price is below average for CD's. A good sign considering the quality of the game. Keep it up Sony!
- Oodles of real film footage make this highly watchable and hugely entertaining.
- Gameplay's not as repetitive as predecessors in this genre.
- Reflexes are put through the mill.
- More plot than usual for a shoot-'em-up.
- Alien shrieks, eerie intro and credits music, and real film sound makes for realism. A definite plus in the atmosphere stakes.
- Action can get a little repetitive as you progress.

CONS

- Some of the film sequences may get on your nerves if you're thirsting for more action.
- No light gun detracts from shooting action.

TIPS

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ParaMar


The goalie leathers the ball up-field

As the World Cup looms closer the amount of football simulations for the Mega Drive is ever increasing. The latest off the conveyor belt is Accolade's *Pelé*, officially endorsed by the superstar himself. The big question is, can it match up to the heady heights already set by EA's *FIFA International Soccer*?

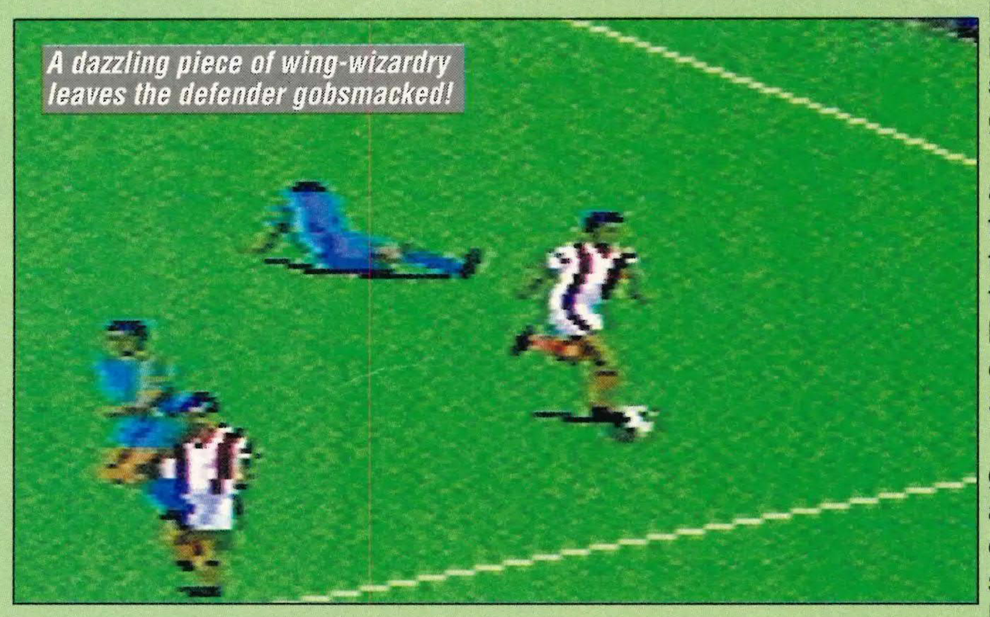
Pelé — the name conjures up sweet, sweet memories. The man's arguably the greatest footballer ever to walk this earth, while the Brazilian team he graced played with a style and panache rarely seen since. If only England could play the game the same way, we might not be the laughing stock we are now. I'm allowed to dream aren't I?

Brazil's also the team that Charles Hughes, Director of Football at the English FA, accuses of playing the game incorrectly. According to this great footballing brain, the Brazilian World Cup winners played around with the ball too much. His philosophy is simple — get the ball forward as quickly as possible, sacrifice skill for aggression and ignore ball players in favour of workers.

He was also partly responsible for the appointment of Graham Taylor (Thank god he's long gone!) as England manager. Let's hope the new manager, Terry Venables, lives up to his promises.

It's really no wonder our national game's sunk to the depths it has. Let's hope the future sees English football attempting to emulate the better qualities of the Brazilian style of play, while still retaining our own attributes. However, with Hughes controlling the game from the grass roots up, the future looks bleak.

Anyway, enough of my ranting, what about *Pelé* the game? Well, unfortunately, it ignores all the qualities associated with the great man. Apparently Pelé was involved in all levels of the game's development, and kept a close eye on what went into the game. If this is the case something went ever so slightly wrong.


A dazzling piece of wing-wizardry leaves the defender gobsmacked!

For a start, the easiest way to win the game is by belting the ball down the field, scrapping for possession and then attempting a quick snapshot. This all seems more akin to the Charlie Hughes school of football methinks!

Before looking at the gameplay, let's inspect the options available to you. The game allows you to control club teams from around the world, there's teams from Europe, South America and even the USA.

The next stage is selecting the type of competition you wish to participate in. There's a choice of an exhibition match, a knock-out tournament or a full league season.

Other options include changing the colour of your team strip, selecting your team members from the player roster and changing the team formation to suit your style of play.

As in all footie sims, the players can pass the ball long or short, slide tackle or barge, and head the ball. They can also perform bicycle kicks if your timing's just right. It's more likely they'll be kicking thin air than the ball though!

The match is viewed from a similar perspective to *FIFA International*, and the player controls are also from the same school. Sadly, that's where the similarities end.

Pelé is simply not in the same league as it's illustrious predecessor. The action is far too laborious and the response of the players is poor.

These guys don't have the same talents as the players in *FIFA*, or *Sensible Soccer* for that matter — compare their pathetic attempts at slide tackles to see what I mean.

I'd also like to know what the hell's wrong with the computer-controlled goalies. Sure they make some irritatingly good saves, but they look like the misshapen spawn of some hideous genetic experiment?

I mean their appearance is repugnant; check the way they painfully contort their bodies as they fly through the air, while the ball mysteriously sticks to every part of their anatomy. Something's not quite right!

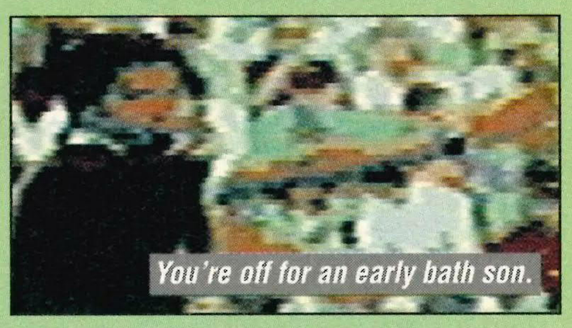
The sub-standard gameplay isn't boosted by any impressive cosmetics either. The graphics and sound are lousy, completely failing to provide any atmosphere during the match. You only have to think of the thunderous crowd noises in *FIFA* to know what can be achieved.

Okay I know I keep harping on about *FIFA*, but at the moment it has to be the benchmark against which other football simulations are measured.

Accolade's only other attempt at jazzing the game up comes in the form of some digitised film. This depicts Pele scoring a goal when you spank one home and the referee signalling a foul when a player is penalised. These sequences are poorly presented and swiftly become annoying , destroying what little excitement the game's generated by constantly pausing the action.

To be honest, *Pelé* looks, feels and plays like a donkey (perhaps the cart should be renamed *Tony Adams*) compared to the other brilliant sims now on the market. In the days before *FIFA* and *Sensible*, when there was a real dearth of quality footie sims for the Mega Drive, *Pelé* may have got away it. Today, I'm afraid, it's definitely a relegation certainty.

CM


You're off for an early bath son.

PROS

- Fairly easy to pick up and play.
- Plenty of options, including a two player game, before the match starts.
- Despite their appearance and ridiculous diving technique the computer controlled goalkeepers do keep the score down to realistic levels.

CONS

- Slow and awkward gameplay.
- Poor animation intrudes on a game that already lacks any real excitement.
- Bland sound effects and dodgy graphics.
- Bicycle kicks are virtually impossible to accomplish.

TIPS

- **When attacking the opponents penalty box pass the ball around to your players feet. The goalkeeper often comes to intercept the ball, leaving you with an open net to shoot at if he misses.**
- **It's best to float corners into the box. This allows your players to try and direct bullet headers into the roof of the net.**
- **Long balls up field from your 'keeper usually land in front of the oppositions defence, allowing you to use an attacker to slide in and win the ball, before setting up a shot on goal.**

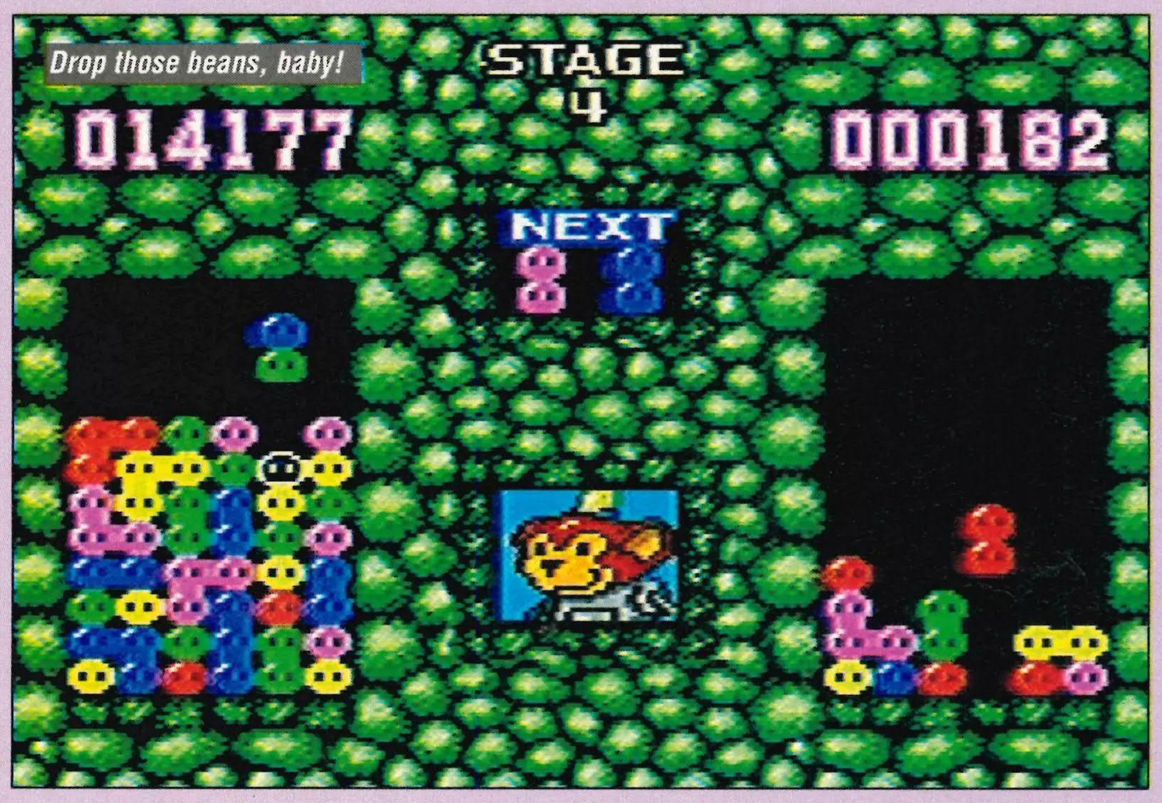
PELE

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Dr Robotnik's Mean Bean Machine. Hmmm, an interesting title! What could it mean? Probably the best way to describe the plot is to quote the good doctor himself: 'Witness my evil dream to rid Mobious of music and fun forever. My latest invention, the Mean Bean-Steaming Machine will not only dispose of those fun-loving jolly beans from Beansville, but will turn them into robot slaves to fulfil my evil purpose." Yes well, that explains it all really — but where's the hedgehog?



Drop those beans, baby!

Originally released in Japan under the title *Puyo Puyo*, it's name was changed for the 'Western' market. I don't think it'd be too cynical to call this a piece of crass commercialism. Not even the combined might of McDonalds, Disney and Jeremy Beadle could come up with a stunt this cheap!

Sonic-mad kids will force their distraught parents to buy this purely because of the *Robotnik* name tag, but, I predict, it will all end in tears. For a start it's definitely not in the mould of Sega's number one star. Secondly, the kids won't ever get to play it.

The reason being *Dr Robotnik's* is the type of game Mum and Dad are going to love! It's a fascinating puzzle game, that's a must for any self-respecting Master System owner.

The concepts so simple, yet ,like *Columns*, so addictive. All you have to do is juggle the beans until four of the same colour are linked. This makes the beans disappear, with the speed depending on how many sequences of beans vanish at the same time.

The faster you work the easier it is to keep the height of your wall of beans down, while simultaneously causing problems for your opponent.

Two beans of a random colour fall from the top of the screen and it's up to you to position them strategically to create a chain reaction of beans. If you can do this, you cause some black beans to fall down into your opponents half of the screen. These prevent beans from connecting, but they can be destroyed if a set of four beans is created next to them. As soon as beans fill-up the screen it's game over!

There's several modes of play to choose from — Scenario mode, Puzzle mode, Exercise mode and the two player mode. In general you tend to use the Scenario and Two player modes. In both these the screen is split down the middle, one side is your territory and the other the opponents.

The purpose of the Scenario mode is to defeat each of Dr Robotnik's evil henchmen, and save the beans. The further into the action you get the more it hots up.

The artificial intelligence of the robots gradually gets more cunning and the beans fall faster and faster the further you progress.

This all makes for a very challenging game you won't be completing for a while. It's good fun to play, although it can get slightly repetitive after a while, and the dastardly henchman certainly know their stuff in the later stages.

The two-player mode on it's own makes the game worth getting. This is where *Dr Robotnik's* arguably the most fun to play, creating genuine competition between the players.

The puzzle mode pits you against some of the more unusual aspects of the game. Giant monster beans destroy whole columns of your innocent beans, while loads of other strange creatures cause a variety of weird and wonderful things to happen.

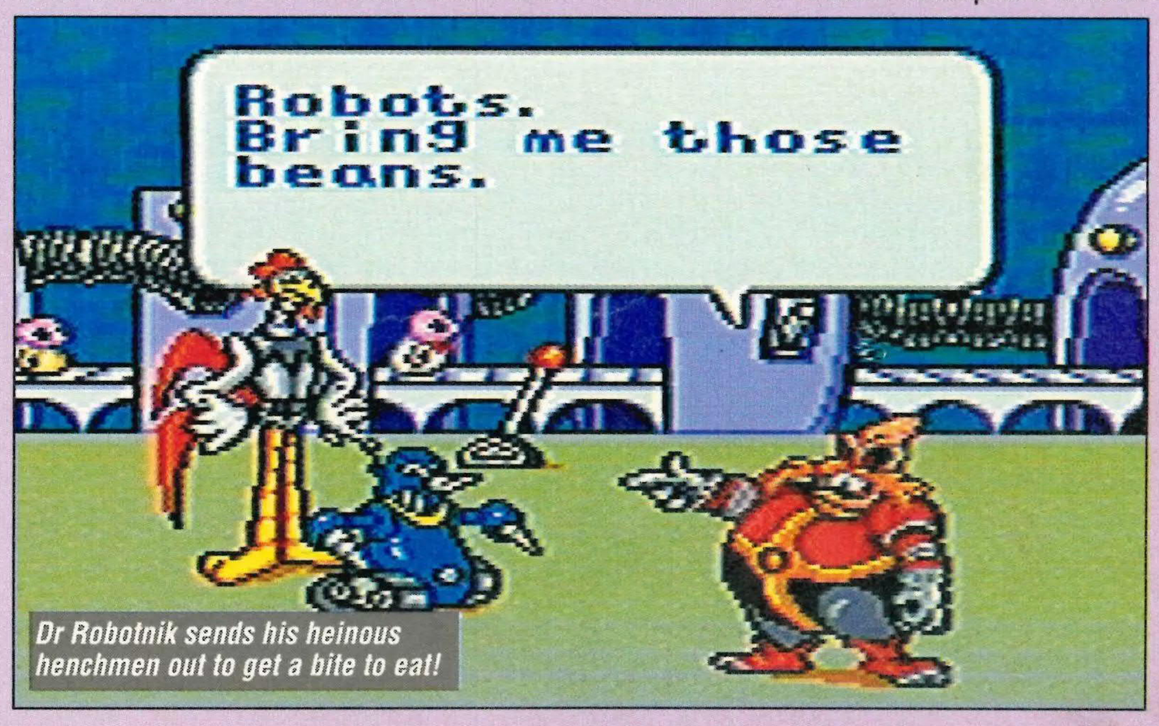
Graphically, the game is never more than average. A decent front-end gives the impression of quality, but once you start to play this bubble quickly bursts.

Blocky sprites and dull colours abound , making the game as a whole a bit drab. The same goes for the sound, with tinny renditions of the game's tunes.

Although these are obvious criticisms it's important to remember that this type of game lives or dies on it's gameplay. It's all very well looking superb, but if the puzzle's too easy or too hard the game fails.

Fortunately *Dr Robotnik's* has found the happy medium. True, it may not look particularly good, but the playability is excellent, making for a genuinely addictive game.

This is the type of cart even Mary Whitehouse couldn't complain about.



Dr Robotnik sends his heinous henchmen out to get a bite to eat!



This is the rogue's gallery, beat all of these guys to face the evil Robotnik.

It's non-violent, addictive and incredibly easy to play.

It's universal in it's appeal and is one of those games you come back to again and again. That's if you can prise the rest of the family from the console!

Then again it does have it's down points. The sound's nothing to shout about, the scenery doesn't ever change and it definitely doesn't push the Master System to it's limits; but, hey, at the end of the day, who gives a damn when a game's as good as this?

MP

PROS

- Addictive gameplay.
- Two play mode is genuinely competitive.
- The ever increasing difficulty curve means you can never rest on your laurels.
- Nothing in the game offends anybody, which makes a change these days, if you really care about such trivial things!

CONS

- The usual poor Master System tunes are served up.
- Chunky graphics don't really do justice to the quality of the gameplay.
- Doesn't push the machine to it's limits

TIPS

- Set up chain reactions by building the beans up until about half of the screen is full, then start to connect beans together.
Stay calm if a whole load of black beans come falling into your half as you might still have a chance to win the game.
By pulling down on the joypad when laying your beans, your points total goes up.

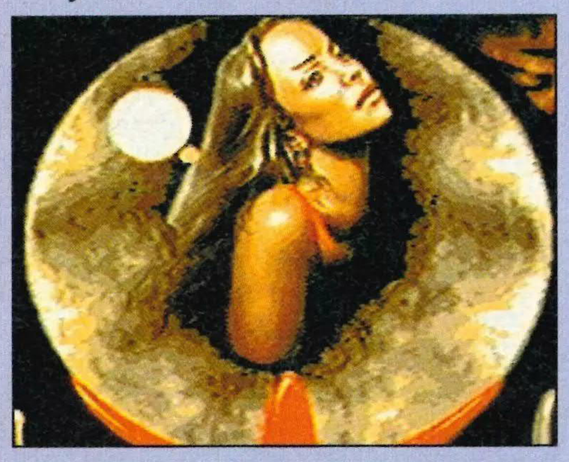
DR ROBOTNIK'S MEAN BEAN MACHINE

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The Prince's humble abode awaits his return.

Through the ages there's been a host of famous princes you may have heard of. While recently there's been Prince Charles, Prince William, Prince Harry and, er, Prince! Now joining this prestigious circle's the latest star to burst onto the Mega Drive. All the way from the ancient Far East — it's the one, it's the only, it's the Prince of Persia. Yeah I know it's a weak comparison, but come on I desperately needed an intro!



Prince of Persia is one of those games that seems to have been around on almost every format under the sun for years. It first appeared on 16-bit home computers several years ago, causing quite a stir.

DoMark saw the games potential, went bananas and the multi-format releases began. The Master System, Game Boy, Game Gear, Mega-CD and SNES all had their own special versions of this 'classic', until only the Mega Drive remained to be conquered.

Now, finally, I have the Mega Drive version in front of me. What do I think of it? Well read on...

In the game, you play the part, obviously enough, of the Prince. He's madly in love with a beautiful Princess, who's very, very, VERY attractive! The only thing stopping her from marrying the young, dashing, handsome Prince is the older, fatter, bearded Sultan!

This Sultan kidnaps the Princess and locks her away in his palace, leaving you the brave and noble task of setting her free. The only question is — Are you up to it?

The first thing that strikes you when playing the game is the animation of the Prince. The programmers, using a special technique, have filmed an actor performing various different moves. By using this in the game the Prince walks, jumps and hops (yes, hops!) just like a normal, living, breathing human. This, if the truth be told, is probably the best part about the game and is the main reason it's earned such high praise in the past.

Graphically, it's an extremely good-looking game. The Dungeon walls, chains and spikes all look the part, adding considerably to the overall atmosphere. All in all the look of this cart is way above average.

On the other hand, the sound is nothing to get excited about; with a limp Arabian tune spluttering irritatingly along with the in-game action. True, there's some decent samples, but, on the whole the sound is weak. As Richard said: "It's a case of great animation, shame about the music." For once I couldn't agree with him more!


This bloke's lengthy sword looks menacing!

Another irritant's the game's difficulty level. Frankly it's just too hard to be enjoyable. Whenever you die you're sent straight back to the start of the level. This wouldn't be a problem on most games, but when you consider you only have three energy notches to combat a vast array of fiendish traps, it all begins to look a bit daunting.

All right, there's infinite lives until the 60 minutes run out, but that is small consolation for such an incredibly tough game. I mean, hey, I'm not saying for one second that I didn't complete it — we at SEGA XS complete all the games we play. However, 'normal' games player's find it hard — look, I did complete it, OK! (We believe you Mark, honest we do! — Ed)

Playing the game is basically a case of trial and error. Let's face it, there's little skill in getting through a level by killing yourself loads of times to find the right route.

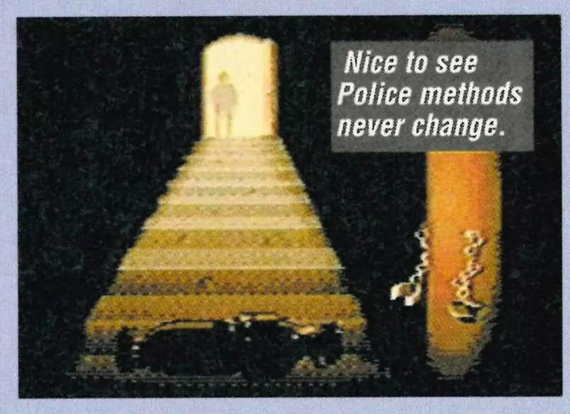
You're limited by the level of perfection needed to overcome obstacles. Everything has to be pixel-perfect, like jumping and avoiding traps for instance, which, in the end, negates the ability to improvise.

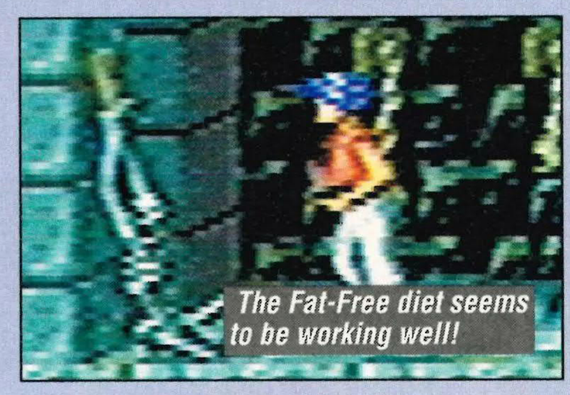
Where's the skill in that? Well there's hardly any actually. Oh sure, a certain degree of skill is needed to get anywhere, but ,once you know how to progress past a certain point, simply repeat what you've done before to succeed. It works for me!

Despite these reservations *Prince of Persia* has hit written all over it. Although I expect sales to be based more on the praise gained by the animation than the actual playability.

My advice? Save your money or buy *Flashback* instead. It has superior graphics, the animation is a class apart and the game as a whole is more involving. Sadly, *Prince of Persia* is little more than a case of jumping, fighting and avoiding traps. Nuff said?

MP


Nice to see Police methods never change.


The Fat-Free diet seems to be working well!

PROS

- Smooth animation on the main sprite.
- Very challenging gameplay.

CONS

- Gameplay itself is old and stale.
- The in-game tunes are terrible.
- Starting back at the beginning of the level every time you die is a real pain.
- There's hardly any skill involved when playing.

TIPS

- To stand a better chance of winning at sword-fighting, let the enemy advance towards you and then, when he's in range, swing that sword!
- It's safe to lower yourself into spikes and tip-toe through them. Just don't try running, unless you fancy being the meat on a kebab!
- Try playing each level several times until you're sure of the route to the next stage. Remember you only have 60 minutes to complete the game, so, as a certain shiny domed and vertically challenged magician says; "every second counts!"

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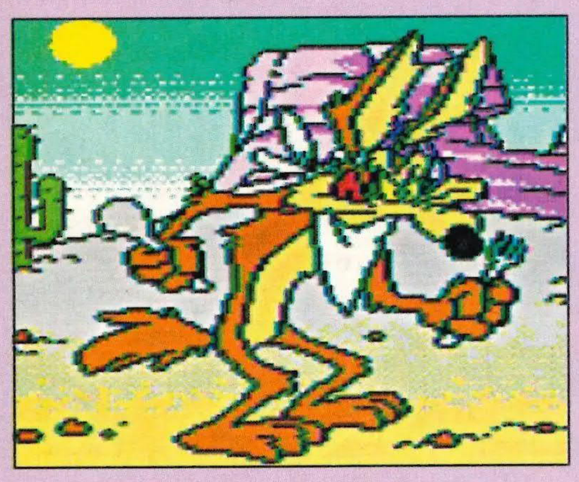


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Roadrunner and Wile E Coyote are up to all their old wacky antics, as the new genre of platform chase-'yo-lunch is created by Sega for the Game Gear. Playing the annoyingly smug Roadrunner, your mission is to eat as much bird seed as possible, while avoiding the psychopathic Coyote and his Acme booby traps. It's not going to be easy, but will this cartoon caper turn out to be a new angle on an old theme or just another platform jump around?

The first thing that strikes you about *Desert Speedtrap* is the frantic pace the game's played at. Roadrunner (being the fastest bird in the West) simply rockets along, with Wile E Coyote having to use a specially designed Acme rocket to keep up.



It's not always best to play the game at a blistering pace. With booby traps and a whole host of other hazards to avoid, as well as bonus items and secret rooms to uncover, running at breakneck speed is a tactic littered with pitfalls.

Although speed can be used to good effect in the game, getting through safely means treading carefully, protecting your energy and collecting star icons for extra running time.

Time is tight and more than anything else beating the clock's the hardest thing to do. Most of the other hazards are found in the desert terrain itself. Watch out for obstacles such as waterfalls, scorpions, vultures and of course the desperately hungry Wile E himself! The going is tough with no room for mistakes as, even in the early levels, there are crazy Wile E traps around every corner.

The stages are vast in size and well designed, with oceans of scenery to explore. Huge open areas, followed by tight and tricky leaps across the tops of mountains, certainly keep you on your toes. It's in these high sections Roadrunner comes under the strongest



of bombardments.

Wile E cruises around on his missile, shaving bird brain's butt as he passes, while vultures swoop down to gather any spare energy they can scavenge. It's vital to be alert here, one slip sends you plummeting to the bottom of the valley, having to scramble back up as valuable seconds tick away.

The directions to take are indicted by arrows on sign posts, but these can sometimes be deceptive, drawing you away from a short cut or a bonus filled secret room. Wile E isn't always as stupid as he looks!

The game contains some good features designed to help the tight time frame. For instance, restart points, indicated by piles of seed, can be pecked into operation. Other variations on the bird seed theme include extra energy and bonus points, but beware, some of the seed's been tampered with and instead of giving energy it saps it.

Limited continues are another helpful feature, restarting the action at the level you failed on. This, combined with a well-designed difficulty select, means a fare amount of practise and patience is needed to complete the game.

Visually, *Desert Speedtrap* is impressive. The sprite animation, on Roadrunner especially, is very similar to the cartoon. When running off the end of a cliff, Roadrunner continues running for a second, looks at you quizzically and falls to the ground below like a brick. This remains faithful to the original cartoon's animation, while also displaying the graphical qualities of the Game Gear.

Another funny interlude appears when our feathery hero comes to an abrupt stop. He recoils like a spring from his sudden lack of acceleration and, in true cartoon style, holds aloft a sign when he's out of energy which reads, "Out to Lunch".

Wile E Coyote's been well drawn, flying back and forth on his bright red Acme rocket. Unfortunately he does little else, with the option to play as the hunter rather than the hunted having been left out of the scenario. This could've added another exciting element to the gameplay, while increasing the lastability at the same time.

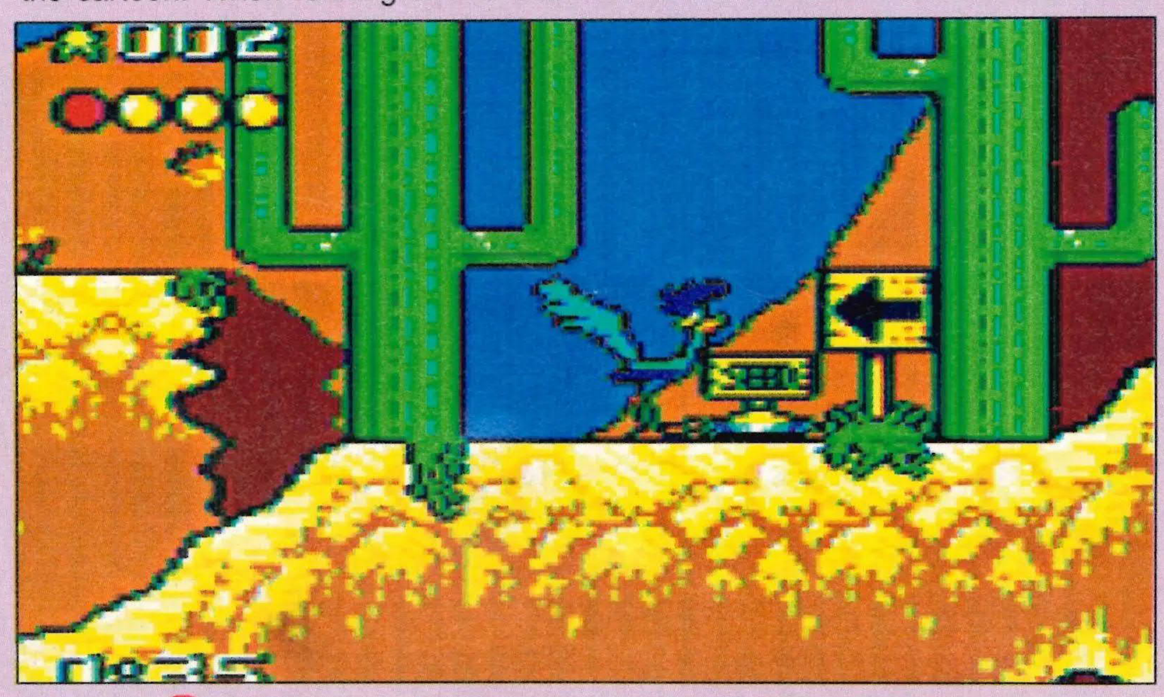
The other graphical elements are also rendered cartoon style. The desert backgrounds and the tall winding mountain faces are all there, but the cartoon feel is let down in the end by the worst rendition of the Warner Bros tune ever heard!

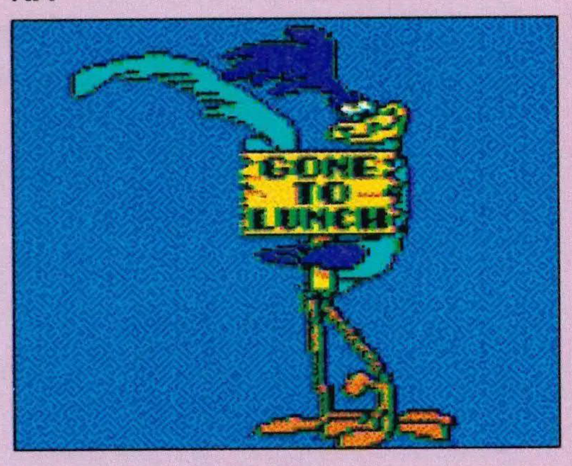
The sound effects are also not up to scratch with a very weak catch-phrase from Roadrunner. His 'Beep Beep' sounds tinny and hollow, giving the impression Roadrunner's a wimp rather then a cheeky blighter, although I suppose he does poke his tongue out!

Desert Speedtrap is essentially a good game, adding something different to the usual platform style. Unfortunately the negative hallmarks of the genre, such as short lastability and predictable play, still remain.

The playability's good and it's all fairly addictive and, for a game in the mould of the cartoons we all know and love, this can't be bad. *Desert Speedtrap* does the Game Gear proud, in fact there's only one comment left to make — that's all folks!

NA





PROS

- Fast and challenging gameplay.
- Well-designed sprites and colourful backgrounds.
- Plenty of secret bonus rooms.
- The bonus of a difficulty option.
- Contains a continue feature.

CONS

- Amusing cartoon-like characters.
- Despite the strong challenge the playability's limited.
- The levels are repetitive and therefore short on lastability.
- Poor and unoriginal sound.
- The Game Gear's small screen makes such a fast game incredibly hard work at times.

TIPS

- **Don't simply rush through the levels as quickly as you can. Take time to explore and find extra items and bonus rooms. There's lots of secret elements to the game, including short cuts, so time must be taken to explore the terrain, rather then simply rushing to locate the level's exit.**
- **Collect as many star symbols possible. These count as valuable extra time, vital to completing each level.**
- **When racing around the level, take time to get familiar with the different sorts of bird seed available. While some seed will reward you with energy, other, booby trapped, seed will take it away.**
- **Experiment with the different switches and buttons dotted around the levels. These turn certain things off and on, so you need to know exactly what they do to get to the finish.**

DESERT SPEEDTRAP

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HYPERDUNK

Basketball games are big business on the Mega Drive, so there's stiff competition for *Hyper Dunk* to match up to. The wonderful *NBA Jam* for instance and the much talked about new release from Accolade, *Barkley: Shut up and Jam*. With all these Basketball games around at the moment, or due to come out, can Konami net a winner with *Hyper Dunk* or will they end up Slam Dunked into oblivion?

As the introduction screen flashes at the beginning of the game, the crowd go wild and the music cranks up. A top tune — the Fresh Prince of Bel Air would be well proud of this pounding track — cranks up and booms out a mega drum riff!

This is excellent music to funk and dunk to. The sound system's pumping and I'm compelled to start up the famous SEGA XS rap. Let me tell you folks, the room's always kickin' when the raps going down!



Here's a great chance to slam dunk the ball, before your opponent can react. Go for it!

Anyway, I was gettin' funky, and generally enjoying myself, admiring the superb visuals accompanying the glam sound, when the game began. This is guaranteed to change your mood.

You're confronted by a rather bland looking court and a handful of large, bulky rugby players (Looking not dissimilar to Neil himself! -Ed) masquerading as Basketball jocks. These sprites are far too chunky for a basketball simulation and there's not a seven-foot American in sight.

To be fair, the players aren't badly drawn. In fact the multi-racial team looks good, but, because of their frame, they move slowly and look quite awkward. Compare this to the standard of sprites in *NBA Jam* or even *Bulls And Blazers* to see what I mean. The *Hyper Dunk* crew look pedestrian (No wonder white men can't jump!), while the other graphics, like the court and the crowd, aren't hot either.

The crowd of identical twins and social misfits mill about looking bored, while the court simply sat there (Isn't that what courts do? -Ed) in two colours looking flat and uninspired. It all needs a bit more inspiration, which, when achieved, always adds to the atmosphere of a sports sim. The crowd in EA's *FIFA Soccer* is a perfect example of what's achieved with a little thought.

There's some good touches, for instance the players wear hideous white-framed sports spectacles, famous in the NBA; while Photographers snap their flashes, as the players scramble around under the basket.

On the whole though, *Hyper Dunk* simply fails to live up to it's name visually — apart from the stylish opening. It needs to improve graphically during game-time. It clearly fails to live up to the standards set by other Basketball sims in particular, and the best sports sims in general.

Graphics aren't everything and it's often the case that games look plain but actually have wonderful playability and lastability — I immediately think of the wonderful *Sensible Soccer*. Unfortunately this isn't the case with *Hyper Dunk*.

The gameplay, though slow, is quite good. The control system makes it easy to score a basket, although the real skill comes in open play — mastering all the blocking and jumping moves, as well as reacting to numerous rebounds. The one player game suffers from being a shade too hard, although a password system does help you along the way.

As always the real fun's found in the two player head-to-heads. The competition these create more than make up for any drawbacks the graphics cause.

Statistics appear at the end of every quarter, allowing you to establish what team tactics need changing, but, on the whole, the strategy section's poor. There's plenty of ways to score but, as far as tactics go, the only advice seems to be stick it in the hoop! The fact is there's little else to the game and after a while you begin to lose interest. Although a two player battle sustains interest longer.

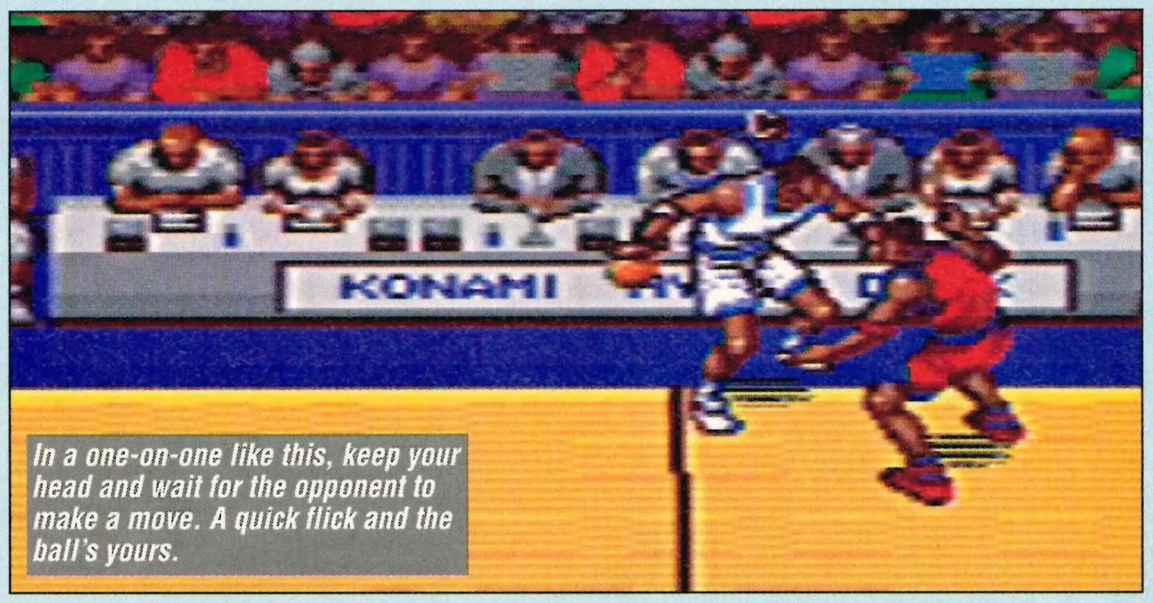


The sound effects are a high point, with the speech elements working very well. A voice-over says things like, 'In Yo Face', and 'Excellent', when scoring points and this blends nicely with the grunts and groans on court. Together with the music, these sound elements work well and give a certain atmosphere to the dull arena.

You can change the players, call Time Out and play in competitions or in exhibitions, but it's simply not as good as other games on the market. There's not enough variation for a lover of strategy, or excitement for an arcade type player. *Hyper Dunk* is simply playing it safe, not attempting anything different from the tried and tested scrolling sports sim formula.

If you're in the market for a basketball game, buying *NBA Jam* is a better bet. *Hyper Dunk* , while being a decent enough game, can't be taken as a serious contender when compared to the plethora of basketball sims now on the market.

MP



In a one-on-one like this, keep your head and wait for the opponent to make a move. A quick flick and the ball's yours.

PROS

- Kickin' title music and a smart introduction.
- Good speech, which is always 'In Yo Face'!
- The Multi - Player option always improves a game's lastability.
- The Password system allows you to continue an old competition.
- There's plenty of in-game options to check out.

CONS

- The sprites look a bit too bulky for the court.
- You always play in the same direction.
- The gameplay gets boring fairly quickly in one-player mode.
- Although the graphics have some nice touches, on the whole there isn't enough variation or scope, especially with the blandly coloured court.

TIPS

- **It's easy to score in *Hyper Dunk* but the best players have to concentrate on defence. If you can stop the opponent while he's on the attack, you make the most of the time and always look more likely to win.**
- **The easy way to gain possession is getting goal side of the opponent and standing still, hopefully he runs into you giving you a foul situation. Alternately, leap up and down in front of the shooter blocking any shots. These tactics don't work all the time but when they do you can pick the ball up, counter-attack and dunk it.**

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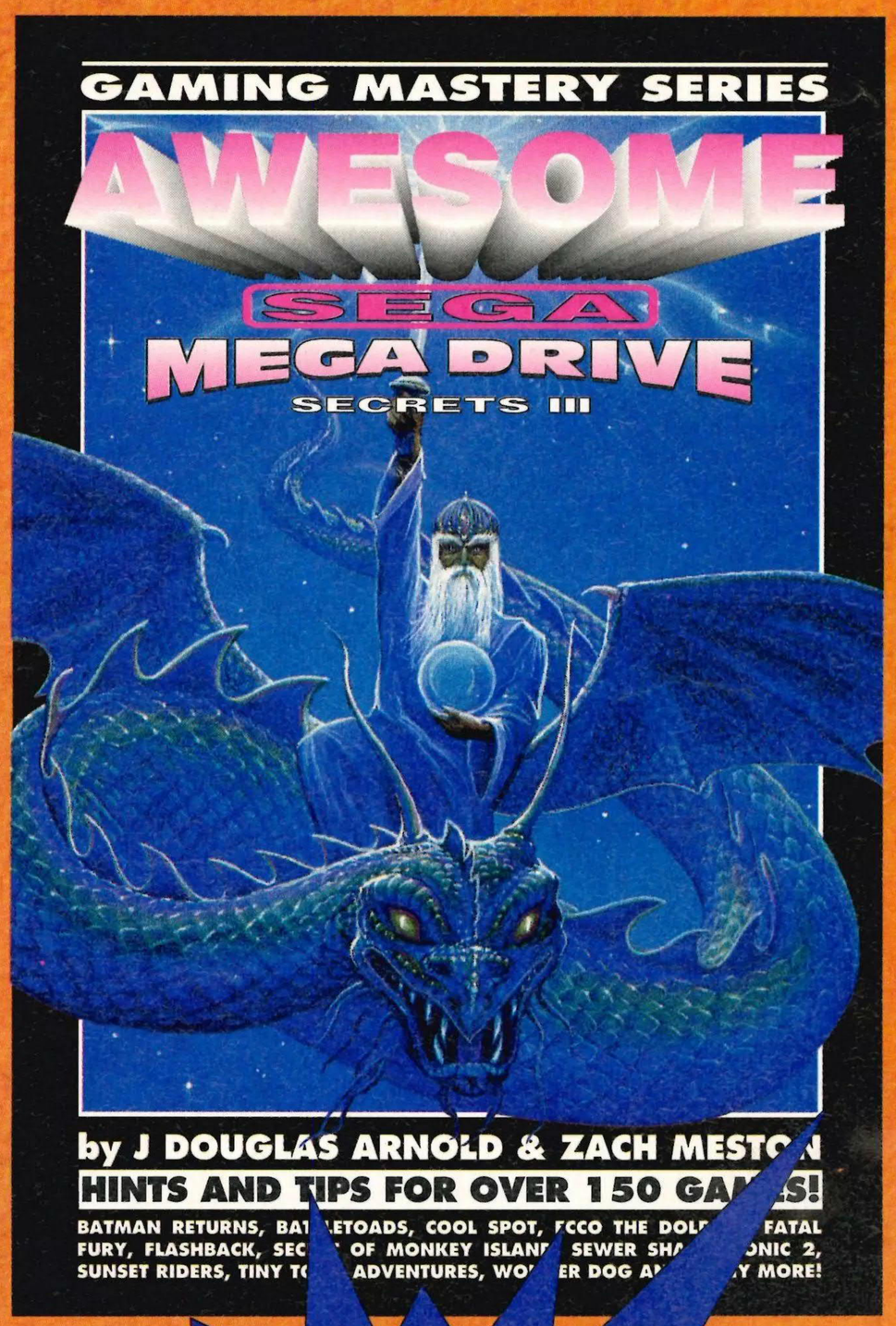
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XS SOS

DOCTOR M.

Greetings punters! How's life treating you? Got any new games? Are you stuck on them yet? Well don't worry, just get writing to me! I'm always ready for your letters of need and am more than willing to answer them. To contact me write to the following address : Dr M, SEGA XS, Paragon Publishing, Durham House, 124 Old ChristChurch Road, Bournemouth, Dorset BH1 1NF. My minions will ensure the most troubled souls among you receive my immediate attention. That's the introduction out of the way, now's the time to release you from this issue's torment!



DIZZY/CASTLE OF ILLUSION

I CANNOT GET INTO THE DIAMOND MINE IN DIZZY. ALSO I CAN'T KILL ANY OF THE GUARDIANS IN CASTLE OF ILLUSION! WHAT CAN I DO?

R Pemberton, Cheshire

First of all, to kill the guardians you'd better be aware each has a weak spot just waiting to be exploited. For example, the first guardian should be struck when he starts spinning, while the Chocolate Monster has a particular block which is vulnerable to attack.

Onto Dizzy, to get into the Diamond Mines simply go to the Countryside; on the far left of the screen there's a hole in the ground. Jump into it and into the Diamond Mines you fall!

Come now, surely you can provide me with more challenging problems than this. A brain as gifted as mine needs to be vigorously tested, otherwise it grows lazy. If that happens you will be the ones to suffer. You have been warned!



ECCO

IN THE DEEP WATER ZONE HOW DO YOU SPEAK TO THE ASTERITE?

Rhonda Clarke, Devon

To speak to the Asterite, hit five balls of the same colour. You're now free to speak to him to your hearts content. Although I really can't imagine anything of interest that mere mortals such as you could possibly find to say to anybody.

I on the other hand have held court throughout the length and breadth of this insignificant Planet you call home. My words have captivated Kings and held superstars spellbound. In fact … Snip. (Unfortunately the good Doctor's words became too nauseous to print at this point — Ed)



SPEEDBALL 2 (MD)

CAN YOU GIVE ME SOME TIPS ON THE MANAGER MODE?

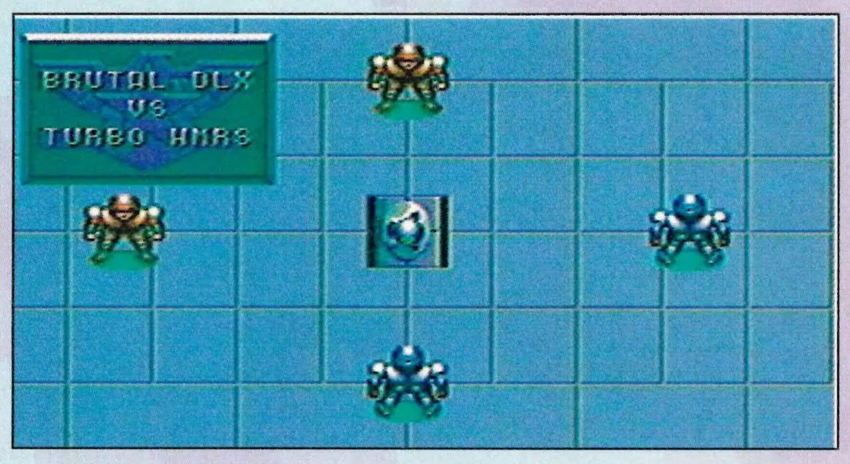
K Alsop, Hull

Can I give you some tips? Of course I can, if I feel like it, you cheeky young upstart!

Playing the part of the manager requires a logical and level-headed approach, something I suspect you lack. It's vital to concentrate on building your player's stamina up a bit to be competitive with other teams. Speed is important, as well as strength, so concentrate on building up those arms and legs.

After a few matches you should have enough money to buy a couple of star players and start winning some games. To begin with make the purchase of defenders a top priority. It may not be pretty, but it's a firm base to build the team around.

After all, as I've always believed, winning isn't the only thing it's everything. Show me a good loser and I'll happily feed the wimp to the vicious wolf pack that guards my laboratory!





ALTERED BEAST (MD)

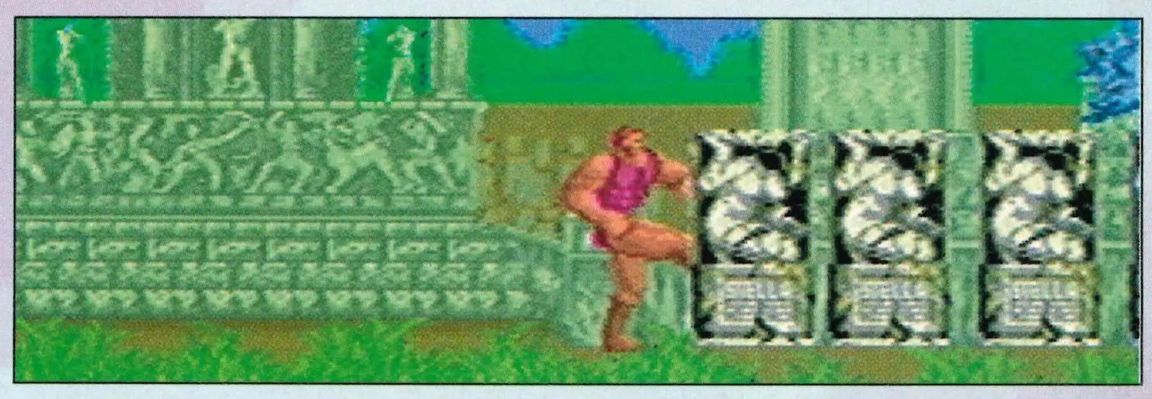
I BOUGHT THIS SECOND-HAND, BUT SADLY DON'T HAVE A RULE BOOK. CAN YOU HELP ME?

Peter Mear, Rochdale

Well then, I presume you want to know what the joy pad buttons are and what to do in the game, eh? Ok, I'm feeling generous.

Start pauses the game, button A is for punch, B for kick and C makes your character jump. The direction pad will move you left and right.

The object of the game is to destroy any zombies, ghouls and ghosts you find by kicking and punching them. If you see any two-headed wolves, punch them and collect the crystals they release. After collecting three crystals change into a beast and prepare to face the end-of-level guardian. There are five tough levels in all, so check out our busters section for some juicy cheats. They do make life so much easier you know.



BATMAN (MD)

ARE THERE ANY CHEATS FOR THIS GAME?

Darren Hardman, Somewhere

Before answering your question Darren let me ask you something. What happened to your address? I like to know where my loyal readers come from, so try to remember the address in future please.

I don't know, standards have definitely slipped since my day. We respected our elders and betters, although that's a bit tough when the whole families immortal, as you maybe able to imagine Darren.

Anyway there's a simple answer to your question. No, I'm afraid there aren't any cheats at the time of writing, but I can give you some passwords — I know, I'm too kind for my own good sometimes.

1-1	1100
1-2	1200
Guardian	1300
2-1	2100
2-2	2200
3-1	3100
3-2	3200
Guardian	3300
4-1	4100
4-2	4200
Guardian	4300
5-1	5100
5-2	5200
6-1	6100
6-2	6200
Guardian	6300
7-1	7100
Guardian	7200

Hope they're of some help young man. Happy gameplaying.





FLASHBACK (MD)

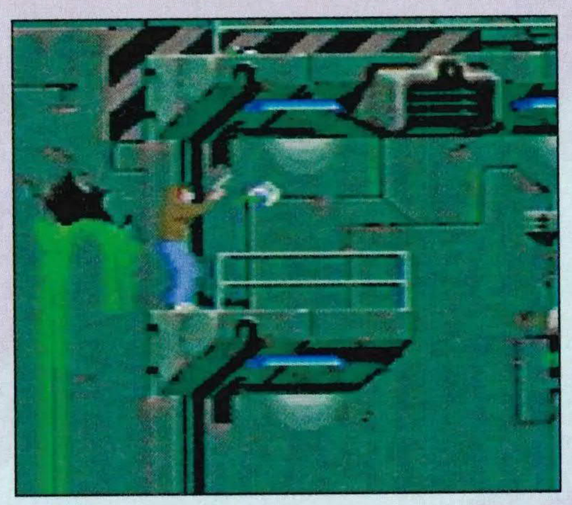
HOW DO I COMPLETE THE GAME?

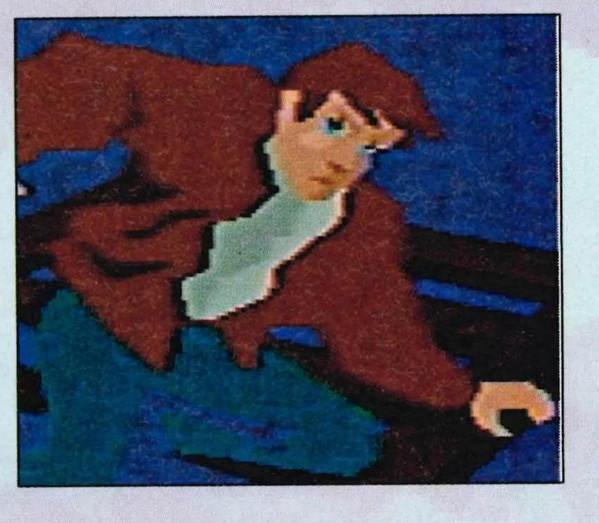
Chris Chris (Alleged name)

It's sad to say this is another letter proving my point about the poor standards of today's youth. First of all, for the life of me I couldn't read your signature. If you want to see your name printed in the mag, then you should ideally print it in block capitals (my eyes aren't what they used to be, you understand).

Also, if my interpretation of your spidery scrawl is correct, and I pray to all that's holy it's not, may I suggest suing your parents. Anyone who inflicts this type of ridiculous name on a new-born baby deserves everything they get in my opinion. If you're a problem child they've no one to blame but themselves!

Anyway, to complete this cunning platformer, place the atomic charge and watch the whole place start to shake. Now run back into the corridor and through the door that was previously locked. You should now be in the spaceship room. Stand to the right of the leg strut and press up. The game is now completed and you're the envy of all your friends..





THUNDERHAWK (CD)

THE INFINITE ARMOUR/WEAPONS CODES IN BUSTERS DON'T WORK. WHY?

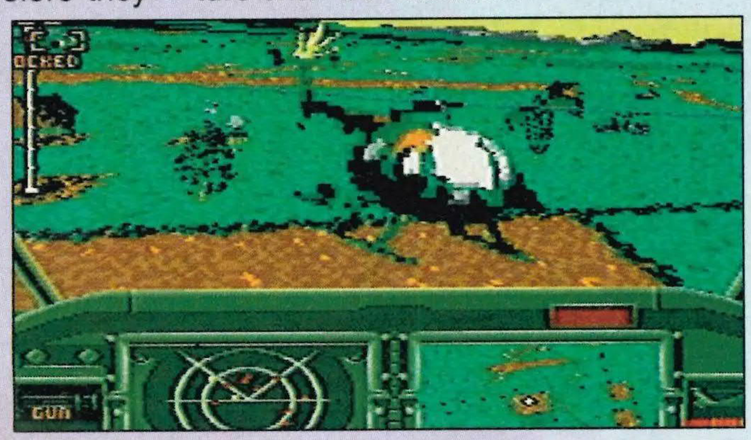
Mrs C Frandeual, Huddersfield

Well, let me apologise in advance for any inconvenience caused by faulty cheats. This experience has upset me greatly and once again I lay the blame at the feet of mere mortals. We get sent in many, many different codes, cheats and tips every day by our readers and we try our best to test every single one out before they get printed.

Unfortunately, even my resources are stretched to the limits by your demands. We simply can't find the time to test them all out, and so, inevitably, some bad apples do get through.

Can I just take this opportunity to tell all readers who send codes, cheats or whatever in to please check them all out before doing so? In this way we can be assured they all work.

Finally, if I ,Doctor M, discover any faulty cheats amongst all the fan mail you people send me I vow to personally boil those responsible in a vat of oil! Remember, my subterranean torture chamber awaits…





SPIDERMAN (MD)

I CAN'T GET PASS LEVEL TWO!

Peter Churchill, Herts



Any relation of Winston Peter? I bet it's the chubby cheeks and big cigars you puff that give the game away!

OK, in answer to your question, Level two is the Warehouse (if my memory serves me correctly), and this is where you must face the evils of Doc Octopus. The guards are no stronger than flies on this level, falling after a couple of hits. So they're no problem to even the weakest of players.

The dogs, on the other hand, should be avoided. Try not to get too close to the crates dotted around the level. The mutts have a nasty habit of running out from behind them and biting your legs. When all of the guards have been knocked-out, your spider-sense tells you the Doctor is near! First deal with the Fork-Lift truck driver, who's best attacked from the rear. When he dies, the 'puss enters the fray. If you can't defeat him I'm afraid you'll have to contact me again!



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BUSTERS



So here it is! The Busters A-Z is the biggest, most authoritive guide to every single Sega cheat in existance. If you've got a Mega Drive, Master System, Game Gear, or Mega-CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For every new tip printed with your name, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and to *SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.*

MEGA DRIVE

AFTERBURNER 2

Extra Continue
When the game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip
When game over appears, hold down A, B, C and Start on joypad two. Release and choose any level up to 20 as your starting stage.

Level select
Hold A, B and C and press Start on the title screen to get a level select. Use the joypad to select a level and then press Start to play.

AIR DIVER

Invulnerability
Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

AISLE LORD

Avoid combats
Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence.
A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN NEW!

Level Skip
Play the game normally, Pause and press A, B, B, A, A, B, B and A.

ALESTE

Level select
From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

Extra continues
Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and finally Start for 20 continues.

ALEX KIDD IN THE ENCHANTED CASTLE

Scissors, paper, stone skip
To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

ALIEN 3

Level select
Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

ALIEN STORM

Unlimited continues
Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGOON

Level select
Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST

Character select
Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues
Press Start and A on the title screen to continue from where you left off in the previous game.

Extra options screen
Press Start and B on the title screen for more options.

ANOTHER WORLD

Level Codes
Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS

Easy Scoring
Choose Vinnie as he is fast and tough. Start with the ball, pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

ARCUS ODYSSEY

Double items
To get double the number of items, start a two-player game and kill one off immediately!

Password skip
Enter the password EEEEEEEEEE to start on level five with six reverse dolls.

ARNOLD PALMER GOLF



Secret Tournament Code
FFFF FFFF FFFF FFFF FF
9999 9999 9999 9999 99

Hidden game
If you take over 100 shots on a hole the game over screen appears. Press buttons A, B, C and joypad Up simultaneously to access a hidden mini version of *Fantasy Zone*.

Super shot
Enter your name as EVE and you will be able to hit the ball great distances.

ARROW FLASH

Better flash
Set the arrow flash to charge and then watch the demo,. If the arrow flashes, you should have a longer lasting arrow flash.

AYRTON SENNA'S SMGP 2

End password
On the password input screen type in either SENNA or CHAMPION to see the end of the game.

BACK TO THE FUTURE 3

Stage select
Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

BATMAN: REVENGE OF THE JOKER

Passwords

Stage 1-1	–	1100
Stage 1-2	–	1200
Guardian	–	1300
Stage 2-1	–	2100
Stage 2-2	–	2200
Stage 3-1	–	3100
Stage 3-2	–	3200
Guardian	–	3300
Stage 4-1	–	4100
Stage 4-2	–	4200
Guardian	–	4300
Stage 5-1	–	5100
Stage 5-2	–	5200
Stage 6-1	–	6100
Stage 6-2	–	6200
Guardian	–	6300
Stage 7-1	–	7100
Guardian	–	7200

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player two's joypad and something strange will happen.

BATTLETOADS

Hidden warp
At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

BIO-HAZARD BATTLE

Level select
Wait until the Sega logo appears and then hold down the C button. Keep it held down and press Up, diagonal Up Right, diagonal Down Right, diagonal Down Left, Left, diagonal Up Left and Up. After entering this, press Start and the level select will appear.

BOB

Passwords.
1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074
7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

BUBSY THE BOBCAT

Passwords
Level 1 – JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSHC
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB

Extra level
At the options screen, input this for an extra level:
STCJDH

BURNING FORCE



Extra lives
Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

BUSBY

Level Codes
Level 2 – MKBRUN
Level 3 – STGRTN
Level 4 – MSFCTS

CENTURION: DEFENDER OF ROME

Password
Just type in the following code to own the world:
QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN

Game warp
Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

Potions

1 green, 1 clear	–	Invincibility
2 clear	–	Swap hour glass
1 red, 1 clear	–	Restart point
2 blues	–	Makes you invisible
1 blue, 1 green	–	Slow enemies
1 green, 1 red	–	Fire bombs
1 red, 1 clear	–	Fire sword
2 green	–	Air sword
2 red	–	Fire sword
1 blue, 1 clear	–	Jumping boots
1 blue, 1 red	–	Earth sword

CHUCK ROCK

Level select
On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's worked. Start playing the game and use the following combinations to access the other levels.
A and Up – Go forward one level.
A and Right – Go forward one stage.
A and Down – Go back one level.
A and Left – Go back one stage.

COOL SPOT

Level select, infinite time, infinite health
Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

CRUE BALL

Level Select
Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

CURSE

Configuration mode
Reset the game, hold A and press Start.

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Cheat Mode
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DANGEROUS SEED

Extra credits
Start the game and then from the opening demo press the joypad sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

Expert Mode
On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

DARIUS 2

Invulnerability
To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

Zone select
Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DEADLY MOVES

Passwords
To have maximum power against Ranker, enter this: `MPV XRPO JM7`.

DESERT STRIKE

Level Codes
Level 2 – `BQJRAEF`
Level 3 – `TLJKOAP`
Level 4 – `WTEOUJP`

Ten lives
Enter this code for ten extra lives: `BQQQAEZ`

DEVIL CRASH

Extra Balls

Password	Score	Ball
`DEVIL CRASH`	390,000	7
`TECHN OSOFT`	2,000,000	10
`Ø9563 35555`	555,500	33
`TF2hz TF3EM`	464,900	10
`LUCKY LUCKY`	77,700	7

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

End sequence
Enter the following code to do battle with the end-of-game demon:
`ALCLAE8ECK`

DEVILISH

99 Balls
During the title screen, hold down buttons A, C and Left on the control pad.

DINOLAND

Test card
When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

DJ BOY

Demo play
After play, your actions will be repeated in the demo.

Bonus items
On level three, hit the third barrel to reveal lots of coins and other items.

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

EA HOCKEY

Best shots
Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

ECCO THE DOLPHIN NEW!

Blue Whale Control
Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

Invincibility
When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

Code
Enter `SHARKFIN` and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

Level select
Go to the password screen and enter `PLEASE` followed by any of these letters.

Ice Zone	–	`EE`
Island Zone	–	`FF`
Pterandon Pond	–	`GG`
City of Forever	–	`HH`
Under Caves	–	`II`
Deep City	–	`KK`
Last Fight	–	`OO`
Origin Beach	–	`QQ`
Marble Sea	–	`UU`
Open Ocean	–	`WW`
Ridge Water	–	`ZZ`

Infinite lives
Enter the following code: `NIHPLODS` (sdolphin backwards).

Passwords

Undercaves	–	`WEFIDNMP`
Vents	–	`ZYUELFBM`
Ridge Water	–	`NRAVEEIP`
Lagoon	–	`NGBBLFBM`
Ocean	–	`YWGTTJNI`
Hard Water	–	`RGQRHEIX`
Cold Water	–	`UVJUBUKX`
Island Zone	–	`LYTIOQLZ`
Deep Water	–	`SJVLTJNW`
Marble Sea	–	`FZTPVJND`
The Library	–	`GYZMBUKU`
Deep City	–	`FAZXIFLZ`
Jurassic beach	–	`ZAOBUNLG`
Pterodactyl Pond	–	`LLHFUNLA`
Origin Beach	–	`MPAJUNLC`
Trilobite Circle	–	`FEUMUNLH`
Dark Water	–	`CRNQUNLO`
Last Battle	–	`KQCNLMLX`

EL VIENTO

Level Select
During the game press pause, then press Up, Left, Right, Down, and B, you will now progress to the next stage.

Multi Magic
Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

ESWAT

Level select
Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

Extra energy
When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive – with no energy though – and will most definitely die when hit again.

EVANDER HOLYFIELD'S BOXING

Defeat Evander
To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

Green madman
Choose the new career option and call your boxer `The Beast`. You will now have an incredible hulk fighter with the best possible statistics.

EX-MUTANTS

Cheats Screen
Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

F1 CIRCUS

Weather Setting
You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

Weather control
When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

View ending
From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

F-22 INTERCEPTOR

Level Codes

USA Campaign	– `OHG)1)`
Korean Campaign	– `7DGOO2`
Iraqi Campaign	– `K1OBOU`
USSR Campaign	– `F22F22`
Aces Campaign	– `M1O1O6`

FAERY TALE ADVENTURE

End game sequence
Enter the following password to see the end of this massive adventure game:

7R2KUL6RSZXSK6NHGS
DCB72Ø663RI2HO785P

FANTASIA

Increase lives
There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

Bonus items
When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

FASTEST ONE

Invincible tyres
Enter your name as `HAPPY NEW YEAR` in World Championship mode to get invincible tyres.

Viewing mode
Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY

Controlling Geese
To play as Geese, hold down the direction pad in left when you select your playing mode.

Infinite continues
When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

FERIOS

Extra credits
Start the game as usual and when Chapter 1: Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B, A for a very handy extra nine credits.

FIFA SOCCER

NEW!

Tournament passwords
Quarters - Arg Vs Can F74YBB79PT
Semi's - Arg Vs Aus F74YBB591D4
Final - Arg Vs Eng F74YBB85P1P9
League Password
To win 13 out of 13 with EA Allstars - QP5CW4J1PY1MR
Play offs
Final with EA Allstars - X8XZW4TR1PH

FIGHTING MASTERS

Same players
Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

Championship edition
On two player character selection, press Up and A simultaneously to change the colour of your monster.

FIRE MUSTANG

Extra life
For an extra life, hold Left and C and press Start from the title screen.

Power-up
From the title screen hold Right and A and press Start to begin the game with full power-ups.

FIRE SHARK

Full power-ups
Finish the game once and you'll have full power-ups the second time.

Level select
Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

FLASHBACK

Codes

Easy		Normal		Expert	
1	PIXEL	1	FALCON	1	CLIO
2	BETSY	2	DATA	2	ACRTC
3	PANCHO	3	MILORD	3	BLOB
4	STUDIO	4	QUICKY	4	STUN
5	TOHO	5	BIJOU	5	MIMOLO
6	AKANE	6	BUBBLE	6	HECTOR
7	INCBIN	7	CLIP	7	KALIMA

Last code is `CYGNUS.`

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

FORGOTTEN WORLDS

Infinite continues
To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

GAIN GROUND

Level select
Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIARES

Invincibility
Pause the game and then hold Left, A and C. The screen will pause for a second. Continue the game and you will be invincible.

Level select
Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

GALAHAD

Infinite lives
Type in the code `LTUS`, then press A, B, C and Start to skip the levels.

GAUNTLET 4

Loads of Health
Enter this code to give you a much healthier character than you could ever hope for:
5:8TPYC76XAO:5LJL3D846TEO63COA

GHOSTBUSTERS

Invincibility
You're invincible if you're on the stairs.

Boss beating
Stay in the right corner and shoot bubbles to kill the boss on level two.

GHOULS 'N' GHOSTS

Invincibility
Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

GLOBAL GLADIATORS

Extra lives
Pause the game and press A, A, A, B, B, B, C, C, C, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.

Level skip
Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE

Level select
On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.

Extra credits
Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

GOLDEN AXE 2

200 Magic Units
Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.

Extra Credits
Get on the title screen and move to the "Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.

GOLDEN AXE 3

Level Select
Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

GRANADA

Unstable character
Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

GRANDSLAM TENNIS '92

Hidden options

During the password screen, enter CONFIG and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

Different Set of Players
Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.
New Player
Entering this password gives you a new player called Mickey D:
GCA IVE MKQ NGC QFT
FIQ AAA AAA AAA AAA
AAB KVK VKV AAA AAB

GYNOUG

Easier Mode
Go to the Game level on the options screen and press A, B, C and Start.

Level select
On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

Infinite credits
When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

HARD DRIVIN'

Practice level cars
Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

HELLFIRE

Extra continues
Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

HERZOG ZWEI

Passwords
5 Wins – GGGKHAGOKLO
12 Wins – BPHOHACAGML
19 Wins – NPLOFOCAGKP
22 Wins – IMLPFEGEMLC
25 Wins – JAJJBPDNCMC
28 Wins – LILOPBDPIKJ
31 Wins – JLJOMGJAOKL

Password buster
Try any of these passwords to get further in the game:
JLJOIGJBOKO
LHJKINAFAMA
JLJOIGLAOKN – last level

HUMANS

Unlimited tribe members
Rescue the extra man, press Pause and restart the level.

Passwords

Level 60	–	YNTBXYJYNWLK
Level 61	–	FQXKPTYLQJZM
Level 62	–	TZYNMBQRSFZM
Level 63	–	BSHJMJTMFCFS
Level 64	–	LTLJQVMRYZLM
Level 65	–	NCHQVFQXFQZH
Level 66	–	MFGLYVGRQVZP
Level 67	–	QTSDFMBYTMJJ
Level 68	–	CLYBHVQNGBYN
Level 69	–	ZWXGZQRGLPPN
Level 70	–	VWPKNRSXXYTR
Level 71	–	NCHMNXGHZGLS
Level 72	–	TWJZBHKTMHCP
Level 73	–	TQVCXVNFFZZN
Level 74	–	QLMVQJNJMZLQ
Level 75	–	VKPKLSLLYTFC
Level 76	–	DWJPYHKDGPYT
Level 77	–	RKLDKFSJBSJZ
Level 78	–	TYZNGBCBWPJV
Level 79	–	BCDDSNZQZYPC
Level 80	–	XPMNWJKFNQZC

THE IMMORTAL

Level codes
6E1EC21000E10 – level 3
465FA31001EB0 – level 4
D4BFD41000EB0 – level 5
BCFEF51010A41 – level 6
6B10F61010ACL – level 7
E590D710178C1 – level 8

Invincibility
Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE

Level select
When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

INSECTOR X

Infinite credits
When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

JAMES POND

Open all exits
On the title screen press C, Left and Start. During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

JAMES POND 2: ROBOCOD

Invincibility
On the first roof collect the objects in the following order: **C**ake, **H**ammer, **E**arth, **A**pple and **T**ap (**CHEAT**).

Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: **L**ip, **I**ce-cream, **V**iolin, **E**arth, **S**nowman (**LIVES**).

Extra Power
Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

Level select
On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

JAMES "BUSTER" DOUGLAS

Extra continue
When you die, wait for the game over message to appear and press Up and Start together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

JENNIFER CAPRIATI TENNIS

Best Player Password
To get the best player, enter tthe following password
I.$.CAPRIATI

Change attributes
Enter the password CONFIG and fill up the rest of the space with dots.

Male Players Password
To obtain male players, enter the following password:
GRAND.SLAM..

JOHN MADDEN '92/'93/'94

On-Side Kick
Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block
Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

JOHN MADDEN '92

Password buster
Try any of the following to participate in various stages of the game:
0465100 – quarters
00075121 – semi finals
0475352 – Superbowl

JOHN MADDEN '93

Running the clock-out
When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE

Codes with 16 lives
Level 4 – XT6YXL6PF6M
Level 5 – VNHYWMGZBC9
Level 6 – WSFXW4MPYHJ
Level 7 – THPD96PGCLN
Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

Level Codes
Level 2 – RXW6YKRVMCZ
Level 3 – 9WP39NSHJKW
Level 4 – XNL4FD397SW
Level 5 – V4MCD39VSPH
Level 6 – WMK3W746JK7
Level 7 – TGZX4CFDYRP
Level 8 – 7L5PCF3BRWC
Level 9 – N4HCFK9XVNK

Extra Lives
On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level Passwords
GRANT
Power Station – 240P0021
River – 4A3PG0A4
Pump House – 621C002N
Canyon – 81VVMF20
Volcano – A69KJG6U

Centre – CVVVVVT4

RAPTOR
Power Station – I21G0027
Pump House – K21G0029
Canyon – M21G002B
Centre – 021G00ZD

Maximum Ammunition Codes
Enter these codes to give Grant full weapons:

Jungle	OVVVVVUP
Power Station	2VVVVVUR
The River	4VVVVVUT
Pumping House	6VVVVVUV
Canyon	8VVVVVU1
The Volcano	AVVVVVU3
The Visitors Centre	CVVVVVU5

KID CHAMELEON

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:
VRP Ø6 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

KING OF THE MONSTERS

Extra Continues
Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors
Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles.

LAKERS VS CELTICS

Password buster
With the following code you get to play the LA Lakers against the Philadelphia 76'ers with just one game needed to win the final: 3L2GJS.

LEMMINGS

Codes

	FUN	TRICKY	TAXING	MAYHEM	PRES	SUN
1	RXBGD	FPBMD	FZBGD	SQBMD	TRDWV	HLDCW
2	WQHMN	XMJWF	GDHKP	HZJSG	ZXLYG	BVLJY
3	TXBGD	DZBJF	JLBDF	SFBBKF	YJDTW	NPDQZ
4	YQHMN	WXJSG	KHHKP	QDJTG	KRLQK	HRMKK
5	LNBJM	ZPBLN	BFBGN	VKBCR	XRFMJ	MTFPK
6	QGHPW	SNJVP	HMJCB	KMJMS	DWLPT	GWMYL
7	NNBJM	YSBLN	KTBWQ	VYBYR	CHFKK	SBFFF
8	SGHPW	RRJVP	LQJCB	SXJJT	NZLDP	MLMLH
9	BYBGD	RDBKF	YHBVH	PNBXJ	XVDWV	NBDZW
10	GRHMN	KCJTG	ZLHXS	JMJWF	DZLYG	MPMZB
11	DYBGD	VSBZH	CTBRJ	TRBMD	CLDTW	TFFNB
12	JRHMN	NRJKK	DQHXS	RQJWF	NSLQK	NHMXC
13	VNBJM	RJBCR	VMBTR	RSBLN	BTFMJ	DGFHF
14	ZGHPW	KHJMS	BGHPW	GVJVP	HXLPT	XHMRG
15	XNBJM	QMBCR	DNBJM	WLBCR	GJFKK	FYFDG
16	CHHPW	JLJMS	FLHPW	JKJMS	XHLHP	DMMFL
17	BCBJD	YZBBJ	JFBJD	GDBCJ	XGDBW	VFDVZ
18	GVHNN	RYJLK	KJHLP	VMJJL	DLLDH	PPMBD
19	DCBJD	XLBYJ	MQBFF	GSBYJ	CWDXW	BVDGW
20	JVHNN	QKJJL	NMHLP	DRJJL	NDLVK	VWLQX
21	VRBKM	TBBBS	FKBHN	PPBSM	BFFRJ	ZYFFG
22	ZKHQW	MZJKT	LRJDB	DRJCP	HJLTT	TBMQH
23	XRBKM	SFBBS	NYBXQ	PDBQN	GTFNK	GWFWJ
24	CLHQW	LDJLT	PVJDB	MCJZP	RMLJP	ZFMDM
25	LCBJD	LQBYJ	CNBWH	JSBNF	BJDBW	BWFRB
26	QVHNN	DPJJL	DRHYG	CGJPK	HMLDH	XYLNX
27	NCBJD	PQBND	GYBSJ	NLBFJ	GXDXW	FQDBX
28	SVHNN	HPJXF	HVHYS	LKJPK	RFLVK	YRLLY
29	FSBKM	LGBQM	YRBVR	LMBDS	FGFRJ	JYFTJ
30	KLHQW	DFJZN	LRSHW	ZNJNT	LKLTT	CBMFL

LHX ATTACK CHOPPER

Passwords

Libya

Majestic 12	–	CQAAAFA
Anterior Nova	–	CQAAIEA
Reindeer Flotilla	–	CQAAQHA
Phoenix	–	CQAAYGA
Rainbow Veil	–	CQAAAVC
Chess	–	CQAAIUC
Lobster Quadrille	–	CQAAQXC
Hen House	–	CQAAYWC
Desert Two	–	CQAABFE
Flaming Arrow	–	CQAAJEE
Plain Aria	–	CQIERDG

Central Europe

Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Reindeer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A

Vietnam

Lobster Quadrille	–	CQIEZCG
Reindeer Flotilla	–	CQIEBRE
Flaming Arrow	–	CQIEJQE
Hen House	–	CQIERTE
Lava Lamp	–	CSIEZSA
Anterior Nova	–	CSIEAJG
Gemini	–	CSIEIIG
Chess	–	CSIEQL6
Binary Rainstorm	–	CSIEYKG
Freedom Train	–	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

Night	–	SLEEPERS
Fog	–	HERBERT
Snow	–	BUSINESS
Desert	–	APPLEPIE
Interstate	–	STANDISH
Marsh	–	MALLOW
Storm	–	TEA CUP

Enter SLUGPACE for infinite turbos and MANSELL to be able to go through the game non stop.

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

MARVEL LAND

Password buster
Enter the code TRIDENT to get to the end of the game.

MASTER OF MONSTERS

End sequence
From the sound test screen, press A, B, C and Start again.

Change text to English
If you hold the Left and Up diagonal, you'll get English text.

MAZIN WARS

Bosses Only
Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

MEGA-LO-MANIA

Extra Men
Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men
Enter SIZCSVLOPNL as the password.

Hidden Sinistar
Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes

SCARLETS TEAM	
1st Epoch + 200 men	SIZCSVLOPNL
2nd Epoch + 200 men	QNZCKXROPNH
2nd Epoch + 100 men	YABDQCYIWMZ
OBERONS TEAM	
2nd Epoch + 100 men	KDBDCYFIWMB
4th Epoch + 100 men	GNBDYZLXXSJ
5th Epoch + 100 men	ESBDOYFYXSP
CAESARS TEAM	
2nd Epoch + 100 men	SZADBYFIWMY
3rd Epoch + 100 men	ESBDOYFYXSK
MADCAPS TEAM	
2nd Epoch + 100 men	ECBDRZLIWMA
3rd Epoch + 100 men	CHBDVZLXXSM
4th Epoch + 200 men	SYZCHWLDRTQ
5th Epoch + 287 men	QESCFXEXHUI
6th Epoch + 138 men	DWCCHIUECHC
7th Epoch + 159 men	IHWAHKADANG

Level codes

Level 2	–	GXADZXFIWME
Level 3	–	ECBDRZLIWMA
Level 4	–	CHBDVZLXXSM
Level 5	–	SYZCHWLDRTQ
Level 6	–	QESCFXEXHUI
Level 7	–	DWCCHIVECHC
Level 8	–	JSVADMMBQHY
Level 9	–	IHWAHKDUHNG
Level 10	–	KLFDZFMWMW

MERCS

Full energy
Find the gold first-aid kit. Let your energy approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

Faster enemies
To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

MICRO MACHINES

Infinite Lives
Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

MIDNIGHT RESISTANCE

Level skip
While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

MOONWALKER

Level select
Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

MORTAL KOMBAT

Double Flawless Victory against Shang Tsung
Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

Blood code
On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

Flag effects
FLAG 0 – One hit kills the CPU.
FLAG 1 – One hit kills you.
FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
FLAG 3 – Makes strange objects go past the moon.
FLAG 4 – Green Reptile gives you clues on how to find him on each round.
FLAG 5 – Infinite credits.
FLAG 6 – The computer does fatalities on you.
FLAG 7 – Always stay in the pit.

MUHAMMED ALI BOXING

Rank progression
Play the first match and take the first three characters and add it to the following codes:
8th: `KEH7Z`
7th: `EBX7Z`
6th: `5C77Z`
5th: `B4N7Z`
4th: `2N47Z`
3rd: `W7C7Z`
2nd: `WXB7Z`
1st: `4XE7Z`

Fight Muhammad
Go to the Tournement mode and enter the saved game, answer yes. Enter either `HØ7KKKCZ` for the simulation or `ØØ7KKKCZ` for the arcade and you will fight Muhammad.

M.U.S.H.A

Full Firepower
To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL

Passwords
`CNL111111Y` – War Slammers
`1CK111111H` – Death skin Razors
`4CK111111L` – Vile Vulgars
`FMK3XYSL1Q` – Dark star Dragons
`2CK111111D` – Icebay Bashers
`HGK111111J` – Killer Konvicts
`3CK111111F` – Midway Monsters
`JH1111111G` – Misfit Demons
`GMK111111D` – Psycho Slashers
`5CK111111M` – Rad Rockers
`BDK111111J` – Road Warriors
`KLK111111L` – Screaming Evils
`CBK111111J` – Sixty Whiners
`LJK111111M` – Slaycity Slayers
`MLK111111J` – Terminator Trolz
`NMK111111Q` – Turbo Techies

THE NEW ZEALAND STORY

Increase credits
While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster
Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:
Level 1 – `FYBY1QZFQ24ØQØ`
Level 2 – `89DØ2ØJCYY8CZ8`
Level 3 – `P69HØSK7YCKCX`
Level 4 – `TZZY2159Q9YK8Ø`

OUTRUN

Ending sequence
Enter, logically enough, `ENDING` on the high score table to see the end of the game.

Hidden airships
Avoid crashing and you'll see three hidden airships during the second stage.

Hyper level
On the title screen, press C ten times and then go to the options screen to enter Hyper mode.

PGA TOUR GOLF II

Beat computer
Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

PHANTASY STAR 2

Living longer
You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the subscreen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't foolproof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

PHELIOS

Six continues
Press C, A, B, A, C, A, B, A on the chapter one screen.

PIT-FIGHTER

Three Way Grudge Match
Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues
Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select
There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word `BIT`. Hence to get to level 327 enter `327BIT` as the password.

POPULOUS II: TWO TRIBES

Tactics
Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.
If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.
When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon.**Passwords**
`EXPERIMENT` – Maximum Experience.
`HUMANOID` – More Mana.
`WIBBLE` – All FX
`NOT HALF` – Game 999.

POWERBALL

Best teams
For the best team in the game press B, B, C, B, B, C on the title screen.

POWERMONGER

Passwords
Enter: `TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ` for the final level.

PREDATOR 2

Passwords
Level 2 – `KILLERS`
Level 3 – `CAMOUFLAGE`
Level 4 – `LOS ANGELES`

Level 5 – SUBTERROR
Level 6 – TOTAL BODY

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives
Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot
By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups
From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups
Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility
On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4

Super-Team
The password for the Super-Team is: D333 K4K DKMEK

THE REVENGE OF SHINOBI NEW!

Infinite Shuriken
On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives
During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER

Money, money, money
Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:
43143 Ø67KØ Ø1EVD 571RQ – Level 5, Diablo, £27,440
BØØØØ Ø4RDØ 11CAF 56C7B – Level 5, Panda, £26,230

This code will take you straight to level four:
11111 1AJ56
UUPTO 470AA

Finish First Everytime
Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords
ØFIA 39TA: Level 3, $19,000 and a Banzai.
ØP1I 4SKØ: Level 4, $30, 000 and a Diablo.
ØCTQ 4JAG: Level 4, $17,000 and a Diablo.
ØH4R 55ØH: Level 5, $20,000 and a Diablo.

ROCKET KNIGHT ADVENTURES

Level Skip
Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level
To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password
11B – A Natural Program Desired The Neuron

Passwords
Enter any of the following codes to progress further into the game:
Level 2 – A Magical Thunder Learned the Secret.
Level 3 – A Natural Fighter Created the Genius.
Level 4 – A Rolling Nucleus Smashed the Neuron.
Level 5 – A Curious Program Punched the Powder.
Level 6 – A Logical Leopard Blasted the Secret.
Level 7 – A Private Isotope Desired the Target.
Level 8 – A Natural Rainbow Elected the Future.
Level 9 – A Magical Machine Muffled the Killer.
Level 10 – A Digital Nucleus Punched the Device.
Level 11 – A Private Thunder Created the Powder.

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select
Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance
On the password screen, enter TAITOZ. The game will then start from chapter six with lots of items in your possession.

SD VALIS

Invincibility
On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SHADOW DANCER

Level select
Press A, B, C and Start.

Final Guardian
To clear this level successfully takes pin-point accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST

Immortality
When you are told to enter your initials after a game, enter ZQX. Then hold down A, B, C and start, During the game your hit points will still go down when you're

hit, but when they reach zero they will reset to 11 or 12.

SHINING FORCE

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items
In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers
Hold down Up and start on player two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS

How to defeat Dark Sol
When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold
Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI III

Unlimited Shurikins
Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility
Go into the Options and highlight 'Music'. Play the songs the songs in the following order – 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

SMASH TV

Level skip
Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.
Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.
If you are playing the game and want to skip a level, press A, B and C together.

99 ships
Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol `MY99` appears.

SONIC THE HEDGEHOG

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

Invincibility and character select
Press Up, C, Down, C, Down, C, Down, C, Left, C and Right on the title screen. Hold A and press Start. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing by B or C, gets you into slow motion mode.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes
Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select
Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!
Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select
Perform the level select cheat (see above) and then press B to change Sonic into a ring, then A to cycle through the different sprites in the game and C to place each sprite.

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad Left or Right to select the starting stage.

SPEEDBALL 2

Password
To get into division one, and the major league, enter the following devious code:
`LCLI CWAF O6XE ya3q 2bst -is1 gGVC`

For the championship type:
`LAhM CJ78 2k7I Zy01`
`26Ss ti+L fvRS MBNx`

SPIDER-MAN

Nightmare level shortcut
You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2

Passwords

Level 2	—	`EDK NAI ZOL LDL`
Level 3	—	`IDO GEM IAL LDL`
Level 4	—	`ADE XOE ZOL OME`
Level 5	—	`EFH VEI RAG ORD`
Level 6	—	`ADE NAI WRA LKA`
Level 7	—	`EFH XOE IAL LDL`
Level 8	—	`EDK VEI IAL LDL`

SPLATTERHOUSE 3

Level Codes
Stage two – `REISOR`
Stage three – `ETLBUD`
Stage four – `TABRAE`
Stage five – `ELPOEB`
Stage six – `PHENIX`

STEEL EMPIRE

99 bombs
On the ship select, press C, A, C, A, Start and finally B.

99 lives
On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select
Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD

Level skip
Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time
Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men
Pause the game and press A four times, C twice, B three times, C and A.

STREET SMART

Extra lives
Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues
Press Left, Left, B, B, B, C, C, C and Start.

Level select
Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II

Extra lives
Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.
Stage Two — when you come out of the truck, walk round the back to find an extra life.
Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues
If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STRIDER



Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Options Mode
Hold down A, B and C on the title screen.

Password buster
Enter the following passwords for the desired effect:

`51B04000A05000`
`70J0CG976ACMG1` – lots of money

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

`JORQWVVRROOQSHPQGUDEAM`
`Zb6jpqrnmGnYWQXaHuFFAB`
`RGhiopqmljhZZSUXVtEEAE`
`VU91rstpomXcZTiebrHWyW`

SUPER MONACO GP

***Super Hang-on* bike**
Reset the World Championship and put `HANG-ON` at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.

`0Q76 2ILM F200 0000`
`0010 H10F B324 5D76`
`CA89 EGC1 0000 0002`
`0000 0000 F200 2CAC`

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as `HINANP:)`. Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Gun never overheats
Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level
Enter the following password and enter any level in the game:
`ARDE`

TAZ-MANIA

Infinite Lives
Enter `FFD45` on the password screen.

Secret Room
To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select
Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords
Enter these codes to win Olympic gold:
Semi-final: **JBT67BF**
Final: **JDT67BC**
Medal Collection: **JCT67BH**

TECHNOCOP

Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2



Level skip
When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice
The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu
When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen
Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen
On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups
Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons
This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives
When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
`NGQQ WWQW QKWQ`
`QWWQ WGRY`
This will open the whole game map and you can enter any level.

Passwords

Level 22	–	`GZBB TXZB LDBB TXZK LLDM`
Level 24	–	`QJBB TXZW GLBB TXZQ DLGN`
Level 26	–	`TJBW HXBQ ZKBW HXBQ ZGVT`

TMNT: HYPERSTONE HEIST

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select
When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A,

B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TRAMPOLINE TERROR

Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select
First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb
Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything
Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select
Press Up, Down, Right, Left and Start on the title screen.

TWO CRUDE DUDES

Extra continues
When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.

Extra Lives
During each bonus round, bust up the vending machine to gain an extra life.

ULTIMATE TIGER

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks
Enter PWRZS on the password screen to make the bonus blocks visible.

Passwords

Invincibility	–	RWRZS
Level 2	–	CHSGM
Level 3	–	MKSNS
Level 4	–	SGGBY
Level 5	–	JLGPH
Level 6	–	JDRSD
Level 7	–	PKSND
Level 8	–	CWBPN
Level 9	–	SFTNP
Level 10	–	CMVDG
Level 11	–	BYTCM

VALIS 3

Map select
From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield

WANI WANI WORLD

Infinite Lives
When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha

Campaign Passwords
Level 1 – W4D HLX VDX
Level 2 – W6N CWK 1XM
Level 3 – W67 G5R 4DQ

WARRIOR OF ROME

Passwords
Stage 2 – L3FHPOZNGW
Stage 3 – NXDS55JSWF
Stage 4 – O5TOJZSP5B

View ending
Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	–	DBHBKDB
Time Investigator	–	XXNBBMM
Time Inspector	–	DNDKJGD
Time Detective	–	RRXKGND
Ace Time Dick	–	LHMNFGF
Super Time Sleuth	–	MJDFSGG
Capture Carmen	–	MJDFPDG
Game Over	–	JHBHHXS

WORLD OF ILLUSION NEW!

Mickey One Player
Level 1 – Queen, King, Queen and King.
Level 2 – King, Queen, King and King.
Level 3 – King, King, King and Queen.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

Donald One Player
Level 1 – King, Queen, Queen and King.
Level 2 – King, King, King and Queen.
Level 3 – King, King, Queen and King.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

WRESTLEBALL

Extra teams
On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team
Enter KW6EN to get the undefeatable karate team.

XENON 2

Indestructibility
Play a game and get a high score, enter ARM in the high score table.
Now play another game but get a slightly lower score but still be on the high score table. Enter OUR underneath the ARM and when you play the next game, you will be invincible.

Infinite lives
Carry out the procedure as above but enter the names as OLD and AGE.

X-MEN

Cheat mode city
When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select
If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

BUSTERS

Send your tips and cheats to *Busters, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*



AFTERBURNER 3

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation
Input your name as FOMA and select BHA.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as MUTEKI and exit the screen. Now, select operation BHA. Enter your name as MUTEKI again, start playing and you'll be totally invincible.

Secret game
Enter your name as AZY and highlight mission BHA. Enter AZY and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as BIGNET and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	GJFKFN
Level Three	–	PDPKKN
Level Four	–	JWNTXF
Level Five	–	TSFVNP

COSMIC FANTASY STORIES

Enemy Dodge
Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip
Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp
Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO NEW!

Passwords

Undercaves	GMRIQDCM
The Vents	IUEINLDP
The Lagoon	GRTJZYJF
Ridge Water	OVDJDSLB
Open Ocean	GMYMDSLI
Ice Zone	GMBRHSLU
Hard Water	UKZFHSLS
Cold Water	SYQJHSLZ
Open Ocean (2)	CCVFFSLM
Island Zone	ALZBESLS
Deep Water	HPFDSLP
Volcanic Reef	ADLYESLT
Ship Grave Sea	NWUGSLU
Wreck Trap	WJHQGSLL
Sea of Silence	ZSXGSLF
Deep Gate	AKNBHSLI
Marble Sea	QSOMFSLQ
Library	WBTXFSLV
Deep City	UNIQFSLN
City of Forever	WADUFSLB
Jurrasic Beach	ONNBJPLY
Pteradon Pond	WPVXIPLL
Origin Beach	AQZIJPLG
Trilobite Circle	GKGFJPLK
Dark Water	GZIUKPLR
Deep Water (2	GAAGDPLP
City of Forever	YLQQZNLM
The Tube	MNEYELLB
The Machine	SKZNELLO
The Last Fight	KANZFLLX

Final Password
Enter this password to get to the end of the game: QCFWUYHS

FINAL FIGHT

Rapid Fire
At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.
Best Character
THe most effective charecter to use is Guy.

Auto Punch
Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

HEAVY NOVA

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK

99 lives
In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip
Go to the options screen and name entry. Delete the currant name and input MAR, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

NIGHT TRAP NEW!

Extra Footage
You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

Skip intro
Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

ROAD AVENGER/ROAD BLASTERS FX

Level select
From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode
Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause
Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues
Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED NEW!

Stage Select
During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield
Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue
When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test
At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select
When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-FEACE

Level select

On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level
Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.
Level Select
On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	–	BMCFXWRL
BC 65,000,000	–	GJRPQVKS
BC 30,000	–	THMZCYFB
BC 1600	–	RYFGSXDK
BC 44	–	FTGBDQPW
AD 500	–	VSLCZKTJ
AD 999	–	CYVZPBMG
AD 1588	–	DRXHTLQJ
AD 1941	–	WBMRJZVH
AD 1991	–	SHKXGJWF
AD 2001	–	XPTMCSHD
AD 2010	–	ZVYFLGQT
AD 3001	–	QWCDHRKT
AD 3999	–	PLQTVMXY
AD 4000	–	LKDWBSYF
AD 4001	–	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	–	DODZILLA
BC 65,000,000	–	DINOSAUR
BC 30,000	–	STONEAGE
BC 1600	–	ELEPHANT
BC 44	–	OSIRIIYA
AD 500	–	HARDWORK
AD 666	–	DEATHOUL
AD 1588	–	SOUTHERN
AD 1941	–	WORLDWAR
AD 1991	–	LANDMINE
AD 2001	–	RECKLESS
AD 2010	–	ASTEROID
AD 3001	–	MURDERER
AD 3999	–	BRANCHER
AD 4000	–	STARWARS
AD 4001	–	THANKYOU

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	–	MYSTIC
Dogsville	–	ANKLES
Loony Moon	–	LEDZEP
Planet Weird	–	REEVES
Planet Foggia	–	PIXIES
Planet Kninus	–	WOOPIE

MASTER SYSTEM

ACTION FIGHTER

Extra Weapons
Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge
Turn from a car to a bike and back to get rid of the helicopter.

Invincibility
For three extra lives and invincibility enter SPECIAL as your name.

Passwords
Enter these passwords to obtain all weapons available
DOKI-PEN
GP-WORLD
HANG-ON

AFTERBURNER

Continues to level 17
Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues
To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues
Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives
Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select
Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives
When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues
To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics
On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes
The following codes will select any of the characters during the various levels of the game.

BEAD SHIA		DIANE FIREYA	
Act two	FA2HAIADRR	Act two	GJEIACRT
Act three	FI4IAIAESB	Act three	GJWZAIAEKM
Act four	HK3CDIILDO	Act four	GIRCTQIJ1X
Act five	HLØDAQIPMX	Act five	IISDUXIPUI
Act six	HNØDE5IQVR	Act six	IIUHUZMRNZ
Act seven	HNØDE5IVWZ	Act seven	IIXBUYIUGW
Act eight	KRØDE2IZX5	Act eight	IJXBU2JØHB

ERIN GASHUNA		JEDDA CHEF	
Act two	HIJAAIAABB	Act two	GDHAAIAABZ
Act three	HIIYAIAGC3	Act three	GIEIAAAECA
Act four	HIIAOOIKDK	Act four	GJECAIIL1Q
Act five	HIKAQYIOUZ	Act five	IJCECJIOUØ
Act six	HIKEQYIRVC	Act six	KICBEPIQ3F

Act seven	HIKEQYIVOH	Act seven	KICBHIIVWG
Act eight	HJKBQYIZPK	Act eight	KJCBHNIYXR

ASTERIX

Infinite Lives
When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room
On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

Secret Room 2
As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE NEW!

Level select
Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip
At any point in the game press pause then Up, Down to go to the next level.

BART VS THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select
On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select
Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility
Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select
Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Level select
Enter the code 3V35NLLE to select any start level.

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues
To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password
Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select
Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages
When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

CYBORG HUNTER

Staying healthy
You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster
Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility
Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives
Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage
At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas
When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select
Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons
If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1,000 each. This only works on level one.

THE FLINTSTONES

Level select
On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one	Down: Level three
Right: Level two	Left: Level four

FORGOTTEN WORLDS

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select
Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues
When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues
After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

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Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password
Enter the initials DN and the code 3158279632 to start the game with lots of money. Alternatively, use the initials AA and the code 1173468723.

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt
Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password
Enter the code J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258 to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat
On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK for a surprise.

Power-Up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
UPDZ, CPTB, 72CK, XCS2
3PP3, B7NE, MMNA, MOFS, or,

WK4Q, AH85, LDSX, KNGF
Q5N7, 2K3L, 7T5E, QKQL.

GREAT VOLLEY BALL

Best teams
In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND – THE DUEL

Level select
Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen
Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes

Level 2	–	BARNEY
Level 3	–	MARTIN
Level 4	–	SQUISHY
Level 5	–	ELFMAN

Password buster
Enter HPKEITH on the password screen to open all the doors.

KUNG-FU KID

Power-up locations
Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life
On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

Ø622	2ØØ8	3212
7328	1Ø15	26Ø2
33Ø5	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select
On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROCKY

Little Injury
Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC THE HEDGEHOG 2

Level select
Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues
To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test
Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option
Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:
pljDjZKØ9mZpeEIjioxoGUHC.

SPY VS SPY

Easy win
Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.
To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes
2 – AZNM JDBZ
3 – DHMT VSJS
4 – ZZEE HYOT
5 – EXIP OONJ
6 – JYZH WOEL
7 – CQAZ AQLV
8 – ZPIE VTLB
9 – DIJT VGNX
10 – HYSF WJKS
11 – RCQO TDFT
12 – CRWZ OBJM
13 – BTMY VBJP
14 – ZXDE VHLY
15 – EDWP WCCJ
16 – EDYP WWWO

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

TEDDY BOY

Level select
On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode
On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE

Password busters
Try any of the following passwords to get the better of your opponents:

`ERVO URSM WRHB OKRF` – all your scores are set at 30
`EZCV FHAM WPBB OKRF` – Italian singles final vs Noah
`EBRO FKJM WWBB OKRN` – French singles final vs Noah
`NKOF VVLG LKGS FCKK` – doubles final vs Noah and Becker

THE TERMINATOR

Level select
On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility
Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues
When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu
Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select
To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points
To add 52 points to your player in Tour mode, enter either of these codes:
Enter: `JJI AAH FHI EFJ DER XHA`

Level password
To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.
Enter: `IJJ WUT RQM`

WOLFCHILD

Level select
Enter this code to take you to the stage select screen: `J8TPR`

WONDERBOY

Level skip
Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II

Extra gold
Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons
Enter `9JC5 YHX XN4U HT2` to get the legendary weapons.

Resurrection
If you die wearing Hades armour you'll be resurrected.

Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords

`1WZ4 JHO 289Y 5BX`	(lizard man)
`NFKU 1EO 4Ø3P X88`	(Lizard man)
`2CKF 3L4 894Z A5F`	(Mouse man)
`2CKF 3MO 8GEU U7J`	(Mouse man)
`YF3U 5DW CR1A ED7`	(Mouse man)
`2CKF KKO 8RGP V9J`	(Piranha man)
`LIZ4 C14 ER2N 4E4`	(Mouse man)
`84FD 5M4 B9PB 86N`	(Lion man)
`YF3V 5CO CRVF NC9`	(Mouse man)
`ZP3K N4L DA1F TV7`	(Hawk man)
`2CKF 7PL 8T4J 27A`	(Mouse man)

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

WORLD CUP ITALIA '90

Group select
In the World Cup tournament, if you press Pause when your team is shown in its group, the team will move group. Do this until your team is in an easy group.

WORLD SOCCER

Easy shot
When you kick off, press button two and wait until the ball arrives at the arrowed man. Press one and you'll only have the goalie to beat.

ZILLION

Hidden rooms
When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues
On losing your last life press button one, two and Up to continue where you left off.

Invincibility
Enter a `MAP` command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option
When you die, press buttons one, two and Up. You will continue from the level on which you died.

GAME GEAR

ALIEN 3

Additional ammo
Enter your name as `CHEAT` for more ammo.

AX BATTLER

Passwords

Firewood City	—	`JMLO BFKC DLEC EAPI`
Turtle Village	—	`PIPF OEBA ODGA IIKO`
Sand Marrow	—	`OOBK CBPM IMAM NBLP`
Holm Stock	—	`EEAP IKLN LMPE CNOG`
Brookhill	—	`AFPL JLNJ OMEM PGJK`
North Valley	—	`LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue

If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2	–	7GØ9M
Level 3	–	NN6E3
Level 4	–	84AKC

CLUTCH HITTER

Infinite strikes
Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending
Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

FACTORY PANIC

Extra lives
Let your time run down to 100 and then collect all the stars that will appear on the conveyor belts for some precious extra lives.

Passwords

Level 1	—	TSMDCV	Level 11	—	THESUN
Level 2	—	TTNDCV	Level 12	—	MQANCZG
Level 3	—	TVPDCV	Level 13	—	MSCNCZG
Level 4	—	TZTDCV	Level 14	—	MWGNCZG
Level 5	—	THBDCV	Level 15	—	MEONCZG
Level 6	—	THBEDW	Level 16	—	MEOODAH
Level 7	—	THBGFY	Level 17	—	MEOVJGN
Level 8	—	THBKJC	Level 18	—	MEOCROV
Level 9	—	THBSRK	Level 19	—	MEPCSPW
Level 10	—	THCSSL	Level 20	—	MERCURY

FANTASY ZONE

Config mode
On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode
Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points
All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

HEAVYWEIGHT CHAMP

Power punches
On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

NEW!

Level Select
Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

KRUSTY'S FUN HOUSE

Codes

Level 2	–	SELMA
Level 3	–	SCRATCHY
Level 4	–	SKINNER
Level 5	–	GROENING

Password buster
Enter TRACY to open all the doors.

LEMMINGS

Level Codes

Level	Tricky	Taxing	Mayhem
1	RCEOJTHO	ECWMZGTM	GGFOYQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RDHPGGFE
7	DZSEIRCE	PFDZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHPF
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDZ
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFDZTHPF
27	NBVLXPGG	NCWYRCEA	DZTHPGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

LUCKY DIME CAPER

Unlimited lives
When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press two, one, two, Up and Down for the blood to be included.

OUTRUN

Infinite time
Hold down diagonal Left, one, two and Start, then start the game.

NINJA GAIDEN

Password buster
The following are codes to get to higher levels in the game:

NINJA – level 2 GIDEN – level 3
DRGON – level 4 SWORD – level 5

Invincibility
To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits
During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

Invincibility
Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

PENGO

Level select
Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD

Level select
To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

PUTT 'N' PUTTER

81 Balls on Hole 16
Enter the code DLPKQ

Secret options screen
On the title screen press button one and Start for the secret option screen to appear.

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

REVENGE OF DRANCON

Bonus level
After you pass a sign with two on it, you will see a small snail on the ground. Above it is a banana in a tree. Kill the snail and jump up to get the banana. When you get the fruit, a red bag appears in its place. Grab the bag and Ronnica will escort you to the bonus section. While in this secret stage, don't get the red bag unless you want to leave.

Stage select
For a round select option to appear onscreen, push Down and press Start. Then press Up to select the rounds. Do this while you're on the title screen.

SHINOBI

Extra life
There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select
Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

NEW!

All Characters Password
Go to the password screen and enter:
F5958
When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

Level codes
Pink – CO444
Blue – 5O858
Yellow – 1O373
Green – BO2F2
Pink Crystal – FD9D8
Blue Crystal – D4939
Yellow Crystal – F5958
Green Crystal – BF26A
Enemy Base – BF26A

SLIDER

Level codes
Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC THE HEDGEHOG 2

Level select
Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPACE HARRIER

Change difficulty
To play the game in easy mode, hold down button two whilst turning on the GG. To play in hard mode hold button one whilst turning the machine on.

Passwords
Just type in these passwords to leap ahead:

EAGF – stage 2	FBHE – stage 7
CHFA – stage 3	BFCH – stage 9
DGBC – stage 5	HGDA – stage 10
HBGA – stage 6	AGEC – stage 11

Playing Mode
To alter the mode of play, hold down button one and switch on for hard mode. For easy mode hold down button two and switch on.

SPIDER-MAN

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Level Select and Invincibility
Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP

Corner taking
When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence
Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA

Extra lives
On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR

Level select
Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON

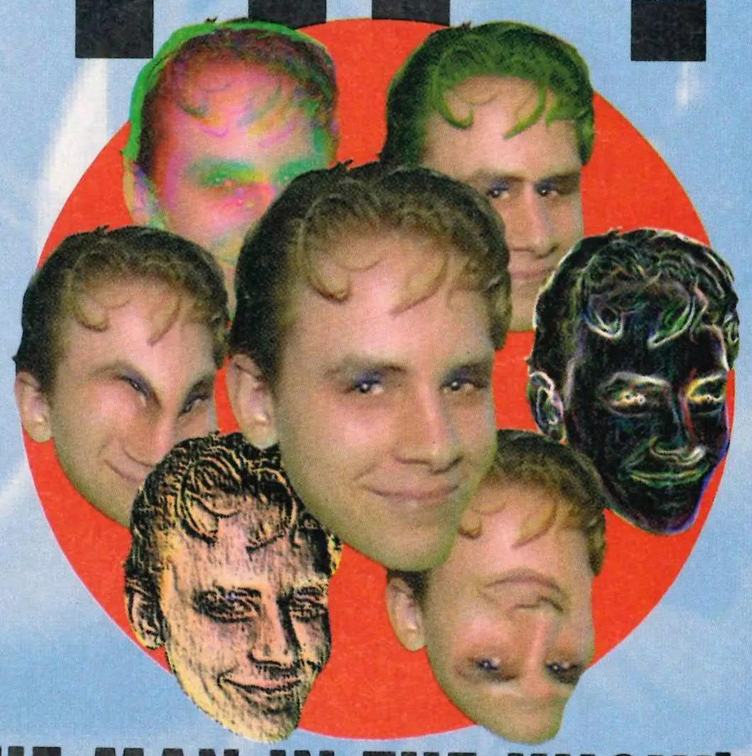
Maximum Everything!
Enter the codes IKM JKI POC.

WONDERBOY

Level skip
Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

Run faster
To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

HE'S GOT A RED HOT TIP!

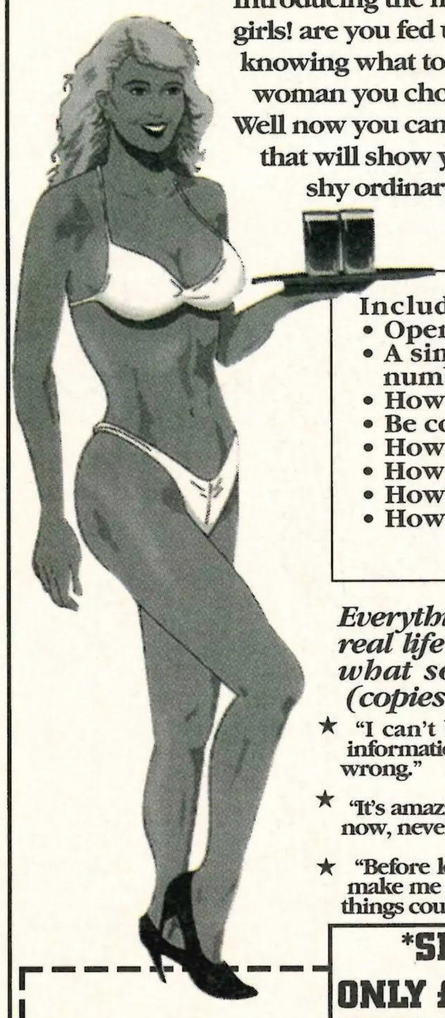


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XS CODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER

ØØ2D5Ø6ØØ4: Infinite lives.
ØØ381C6ØØA: Infinite missiles.

ALADDIN NEW!

FF72A7ØØE3 - Infinite lives.

ALICIA DRAGOON

FFØ1A3ØØØX: Where X is a level number, you start from this level.
FFØØ22ØØ1Ø: Friendly monster energy meter does not decrease.
FFØØC2ØØØA: Infinite energy.

ALIEN³

FFØ845Ø099: Unlimited machine gun rounds.
FFØ847Ø099: Unlimited flame.
FFØ849Ø099: Unlimited Mortars.
FFØ9ØB0009: This parameter is for infinite lives.
FFØ811ØØØX: X is the number of prisoners to collect
FFØ813Ø002: Level select, you must start the game and lose a life before correct level is selected.
FFØ867Ø059: Infinite time.
FFØ867Ø059: Infinite missiles.

ALIEN STORM

ØØ7C52ØØØØ: Special attack does not lose energy.
ØØC7CE4E75: Normal attack does not lose energy.
Ø03A2E6ØØ2: Unlimited credits.
ØØA754ØØ2: Aliens do no damage.

ALTERED BEAST

ØØ2C586Ø3E: Almost invulnerable.
ØØ2F6A6Ø2C: Infinite lives.
Ø037185668: First ball turns you into the beast.

ARIEL THE MERMAID NEW!

FF8ØØØØØØX - Level select. You should replace the X with the level number, from one to seven.

ARROW FLASH

ØØA674ØØØA: Ten special weapons per life.
ØØBAD66ØØ4: Unlimited special weapons.
Ø054326ØØ4: Unlimited lives.
ØØØ438ØØØX: Use a number in place of X to select a level number.

ATOMIC RUNNER

FFC321ØØØF: Infinite continue.
FFC323ØØØ4: Infinite lives.
FFC324ØØØ1: Invincibility (Death can still occur by falling).
FFDDØDØØØX: Size of shot (X is 1-4).
FFDD1AØØ1Ø: Super high jump.

BART VS THE SPACE MUTANTS

FFØ1B7ØØØ2: Infinite energy.
FFØ1B4ØØØ4: Infinite lives.
FFØ145ØØ1Ø: Infinite money.
FFØ1A4ØØØ1: Infinite spray cans.

BATMAN

FFFE32ØØØ7: Unlimited lives.
FFFE34ØØØ9: Unlimited batarangs.
FFFE38ØØØ1: Unlimited guided batarangs.
FF431CØØØ6: Infinite lives.

BATMAN RETURNS

FFFE32ØØØ3: Infinite lives.
FFFE34ØØØA: Infinite batarangs.

BATTLE SQUADRON

ØØEF96ØØØØ: Infinite lives.
ØØ365EØØØØ: Infinite smart bombs.
ØØD4F46ØØ8: Don't downgrade weapons.

BATTLETOADS

FFE046ØØØ5: Infinite lives.
FFEØØ7ØØ17: Infinite energy.
FFDFØ2ØØØØ: Lose energy from one hit.

BONANZA BROTHERS

ØØ534466Ø68: Infinite lives for red player.
ØØ53DØ6Ø6C: Infinite lives for blue player.
Ø1Ø458ØØØ5: Five minutes per level.
Ø1Ø66A4A28: Infinite time.

BUBSY

FFØ23BØØØ9: Infinite lives.
FFØ249ØØXX: Level select replace XX with Ø-13.
FFØØE9ØØ59: Unlimited time.

CADASH

FFØE51ØØ99: Can be used for a fighter or a mage, it keeps your health at 153.
FFØE57ØØ99: If you're a mage, it keeps your magic at 153.
FFØA7BØØØ2: This will give you unlimited continues.
FFØE93ØØØ9: This will give you a constant nine healing herbs.

CHESTER CHEETAH

FFF81EØØØ4: Unlimited energy/lives.
FFF821ØØXX: Replace with number of badges.
FFB3FDØØØ5: Stage select.

CHUCK ROCK

FFØ6D1ØØØ3: Infinite lives.
FFØ6D5ØØØ7: Unlimited energy.

COOL SPOT

FFØ78AØØ39: Increase cool % fast.
FFØ78CØØ35: Unlimited lives.
FFØ77ØØØØ1: Invulnerable.
FFF512ØØØØ: Higher Jump.
FFF57CØØØ8: Unlimited power.
FFØ714ØØ31: Stop the timer (turn Action Replay off at the end of each level).
FFF5EØØØØ7: Infinite energy.
FFØ714ØØ38: Infinite time.
FF777ØØØCD: Slows timer.

CRUE BALL

FF8439ØØØX: Volume level select (Ø-9).
FF843BØØØX: Score multiplier (Ø-5).
FF843DØØØ1: Infinite balls.
FF843FØØØX: Number of extra balls (Ø-5A).
FF8443ØØØX: Number of times 5ØK is shot (Ø-3).

CYBERBALL

ØØ95D49999: Player starts with $999,9ØØ.
ØØ95EA9999: Player one in a two player game starts with $999,9ØØ.
ØØ95FØ9999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE

FF13ØBØØØ3: Infinite lives

DESERT STRIKE

FF1ØB7ØØØ3: Infinite lives.
FF1ØABØØ64: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDCØØXX: Armour X256. (XX ranges from 0-FF).
FFACDDØØXX: Armour X1. (XX ranges from 0-FF).
FFAE9DØØ9A: Unlimited chain guns.
FFAEDDØØ26: Unlimited Hydras.
FFAF1DØØØ8: Unlimited Hellfires.
FF1ØABØØ64: Unlimited fuel.
Ø95F8C1388: Gun capacity is 5,000.
ØØ49BEØØØØ: Helicopter consumes no fuel.
ØØ6AA44A79: Infinite lives.
ØØ689C4A79: Unlimited fuel.
ØØ49DØ7FFF: This parameter will start the game with 32,767 armour.
Ø95FCAØ19Ø: Hellfire inflicts 400 points of damage.
ØØD55A6ØØ2: Unlimited capacity on all weapons.

DICK TRACY

Ø4D824ØØXX: Change XX to start with different values. Try Ø4D824ØØ63 for 99 lives.
Ø5BAA26Ø24: Almost invulnerable to enemy attack.
Ø686464E71: Infinite time.

DIZZY NEW

FF81490002 - Infinite lives.

EA HOCKEY

ØØC008ØØØØ: Freeze game timer.
ØØ9A7Ø6ØØ2: Freeze penalty timers.

ECCO THE DOLPHIN

FFB636ØØØ3: Unlimited air.
FFB635Ø038: Unlimited health.
FFB7FFØØØØ: Invincible to crushing walls on last level.
FFB7C2ØØØØ: Ignore water currents.

ESWAT

ØØ19604E71: Infinite lives.
ØØ17C26ØØØ: Use with the next two codes. This will make you invulnerable.
ØØ1A284E71: Use with above and below codes.
ØØ258C6ØØ2: Use with both above codes.

FAERY TALE ADVENTURE

ØØ6176XXXX: Julian starts with XXXX amount of coins.
ØØ617ØØXXX: Julian starts with XXX kindness points.
Ø1Ø63E6ØØ6: All items are free.
ØØ29E46ØØ2: Swimming no longer causes any loss to your vitality.

FANTASIA

ØØ5D541Ø3C: Gives energy instead of removing it.
ØØ5D584E71: Used in conjunction with above code.
ØØ62284E71: Infinite large magic.
ØØ625Ø4E71: Infinite little magic.
FFØ7D9ØØØ4: Infinite strength.
FFØ7DBØØØ3: Infinite dreams (lives).
FFØ837ØØØ3: Infinite magic paints.

FATAL LABYRINTH

ØØ4A8E5ØØØ: Start with 5,000 hit points, use code below as well.

ØØ4A9Ø5ØØØ: Use with the above to start on 5,000 hit points.
ØØ996C6Ø16: Almost infinite hit points.
ØØ7Ø1Ø7C14: Restore hit points at a super fast rate.
ØØ5ØEØ6ØØA: Kill most enemies with one attack.

FATAL REWIND

FFEØ21ØØØ2: Infinite lives.

FLASHBACK

FFD3D7ØØØ5: Infinite shields.

FORGOTTEN WORLDS

FF11Ø9ØØ28: Makes player invulnerable.
FF1A47ØØ28: Makes player two invulnerable.
FF11Ø6ØØ99: Increases the intake of Zenny for player one.
FF1A44ØØ99: Increases the intake of Zenny for player two.

GADGET TWINS

FFo8B70003
FF08BA0003 - Invincibility.
FF0389000X - Level select. Replace X with the level number.
FF09B50028 - Infinite energy.

GHOSTBUSTERS

FFFE2CØØ1Ø: Unlimited life.
FFFE32ØØ1A: Unlimited energy.
FFFEØDØØXX: Money x 100,000 (XX ranges from 0-99).
FFFEØEØØXX: Money x 100 (XX ranges from 0-99).
FFFEØFØØXX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS

ØØ65866ØØ6: Infinite lives.
ØØ73B4ØØØ1: Instant charge on magic armour/ weapon.

GOLDEN AXE

FFFE7EØØ8Ø: Unlimited life for Duel.
FFFE72ØØ31: Stop timer for Duel.
FFFE7CØØØ3: Infinite lives.

GOLDEN AXE II

FFØ8820ØØ5: Always keep five bombs while the Action Replay is enabled.
FFØ88ØØØXX: Will give you XX lives when you activate Action Replay.
FFØ8820ØØ5: Change number at the end to keep required amount of bombs.
FFØ88ØØØØ2: Infinite lives.

GREENDOG

FF17DDØØØ4: Infinite lives.

GUNSTAR HEROES

FFA4250065 - Infinite energy for player one.
FFA6250065 - Infinite energy for player two.
FFA46F00XX - Replace XX with one of the below for player one's first weapon.
04 Force
08 Lightening
0C Chaser
10 Fire
FFA66F00XX - The above, but for player two.
FFA47100XX - As above, but players ones second weapon.
FFA67100XX As above, but for player two.

HELLFIRE

ØØ2AE46ØØ4: Infinite hellfire missiles.
ØØ283E6ØØ4: Infinite lives.
ØØ26Ø85Ø79: First power-up gives you full power.
ØØ28Ø2ØØØ5: Same facility when used with above code.

HOOK

FF8C630003 - Infinite energy.
FFDD700006 - Infinite lives.
FFDD850059 - Infinite time.

HUMANS

FF081900XX - Stage select. Replace XX with 01 to 50.

THE IMMORTAL

ØØ81E8197C: Use with following parameter for infinite lives.
ØØ81EA0ØFF: This is used with above to give you infinite lives.
Ø113F46ØØ6: This cheat will defeat the goblins in combat.
ØØ99304E75: Beat floor traps, worms, arrows etc.
FF109AØØØ2: On most levels this provides you with unlimited continues.
FFØB72ØØØ3: Unlimited amount of fireballs.
FF1ØA8ØØØC: This will stop your man from losing energy during fights.

INDIANA JONES & THE LAST CRUSADE

FF7F5BØØØ8: Infinite lives.
FF7F59ØØ2Ø: Infinite energy.

JAMES BOND (THE DUEL)

FF1BØDØØØ8: Used with below codes.
FFA37BØØØ7: Use with above and below codes.
FFA397ØØØ7: Used with above codes to give infinite lives.
FF1B7DØØØ7: Used with below codes.
FF1B8DØØØ7: Used with above and below codes.
FFA37BØØØ7: Used with above and below codes.
FFA397ØØØ7: Used with above codes to give infinite energy.

JAMES POND

ØØ7ED16ØØ4: Infinite lives.
ØØ8A166ØØ2: Infinite time.

JAMES POND II: ROBOCOD

ØØ19ØA4E71: Infinite lives.
ØØ3D1C6ØØ2: Use with code below to make you invincible.
ØØ3CC26ØØ2: Use with above code.
ØØ29166ØØ2: Keep wings from round to round.

JEWEL MASTER

FFC4D5ØØ48: Unlimited health.
FFC432ØXXX: Score x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC442ØØØ3: Infinite continues.

JOHN MADDEN FOOTBALL

ØØ926ØØXX: Play starts at XX seconds.
ØØ74C4ØØØX: Where X is the amount of timeouts the home team start with.
ØØ74CAØØØX: Visiting team starts with X timeouts.
ØØ8E38ØØØ6: Only need five yards for first down.
ØØ8FE4563Ø: Touchdown worth three points.
ØØ8FE45Ø3Ø: Touchdown worth eight points.

JUNGLE STRIKE

FF1ØB3ØØØX: Level select (replace X with level number Ø-8) (9=finish screen).
FF1ØCFØØØ3 : Infinite lives (all levels).
FF1ØC7ØØ64: Unlimited fuel (all levels).

JURASSIC PARK

FFØØ3BØØFF: Unlimited blue banded darts.
FFØØ3DØØFF: Unlimited stungun.
FFØØ3EØØFF: Unlimited gas grenades.
FFØØ3CØØFF: Unlimited red banded darts.
FFØØ3FØØFF: Unlimited flash grenades.
FFØØ4ØØØFF: Unlimited rocket.
FFØØ41ØØFF: Unlimited concussion grenades.
FFØØ55ØØ2Ø: Infinite energy.
FFØØ53ØØFF: Infinite lives.

KID CHAMELEON

FFFC45ØØXX: XX in this code referes to a level number to start from any level.
FFFC43ØØ63: Will maintain your maximum number of diamonds all the time.

KRUSTY'S SUPER FUN HOUSE

FFØ2FDØØØX: Level select. (0-4)
FFØ3EXØØØØ: Remove golden padlock from final door.
FFØFF3ØØØ2: Infinite lives.
FFØFF5ØØ64: Invincibility.
FFØFFDØØØA: Infinite weapon count.

LEMMINGS

FFF4E8ØØ3B: Unlimited time to complete a level.
FFF48EØØ13: Infinite builders.
FFF48BØØ13: Infinite floaters.
FFF48AØØ13: Infinite climbers.
FFF48CØØ13: Infinite bombers.
FFF48DØØ13: Infinite blockers.
FFF48FØØ13: Infinite miners.
FFF48ØØØ13: Infinite diggers.

LHX ATTACK CHOPPER

FFF1BDØØDØ: Infinite chain guns.
FFF1BFØØØ4: Infinite sidewinders.
FFF1C1ØØØ8: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92AØØ4A: Unlimited fuel.
FFFBF4ØØXX: Mission number. (XX ranges 0-21).
FFF1C1ØØØ4: Unlimited hellfires.
FFF1BFØØØ9: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5ØØØX: Level select (Ø-7)
FF7CB5ØØ63: Unlimited time for player one.
FF7D7FØØ63: Unlimited time for player two.

MARBLE MADNESS

FFAC77ØØ39: Infinite lives.
FFBØCFØØ39: Infinite time.

MARIO LEMIEUX HOCKEY

Ø162BØ6ØØ4: Freeze timer.
Ø162D46ØØ4: Freeze player 2's first penalty timer.
Ø162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF747ØØØ2: Infinite lives.

MEGA-LO-MANIA

FF156FØØ63: Infinite men for every island.

MERCS

ØØ8ØB8C351: Infinite bombs.
ØØBØ944E71: Infinite energy.

MICKEY MOUSE

ØØB7944E75: Mickey only takes one point of damage per section.
ØØC8C4ØØ26: Jump higher.

MICRO MACHINES

FFA6C7ØØØ3: Infinite lives for player one.
FFA6A5ØØØ4: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF8Ø81ØØXX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC

Ø2BB8ØØØØØ: Dagger is free.
Ø2BBB6ØØØØ: Nunchukas are free.
Ø2BBØØØØØØ: Short sword is free.

MOONWALKER

ØØ5F1E31FC: Use with below code. This will increase Michael's ability to dance.
ØØ5F2ØØØ4Ø: Use with above code.
ØØDFDØ6ØØ4: Infinite lives.

MORTAL KOMBAT

FFFF5BØØØ1 : Activates the cheat screen (allows full blood during game).
FFCAB9ØØ78: Infinite energy for player 1.
FFCBB9ØØ78: Infinite energy for player 2.
FFAC7EØØ99: Unlimited time.
FFAABBØØØX: Replace X with Ø-C to select stage.
FFAAAEØØØX: Replace X with Ø-7 to select character for player 1.
FFAAAFØØØX: Replace X with Ø-7 to select character for player 2.

MS. PAC-MAN

ØØ18366ØØ2: Infinite lives.

MUTANT LEAGUE FOOTBALL

FFFD5E0002 - Super-charged running.
FFE1E60003 - Start the game in the finals (turn the switch on in the team select screen).

MYSTIC DEFENDER

ØØCØDE4E71: Will make firing super-charged weapons easier.
ØØ6EFØ6ØØ2: Will protect you against most enemy attacks.

NEW ZEALAND STORY

FF8ØØ3ØØØ3: Infinite lives.
FF8ØØ4ØØØ5: Infinite continues.

OUTRUN

ØØ35A84A1Ø: Infinite time.

PACMANIA

ØØ8892ØØØ2: Will give you infinite Pac-men.
ØØ2992ØØØX: Start with X lives minus one, eg for six lives enter X as five.
ØØØØ4418E7: Ghosts stay blue much longer

than normal.

PHANTASY STAR II

ØØ2D526ØØ2: Players never get paralysed.
ØØDØ1C6ØØC: All items are free of charge.
ØØ2BØC6Ø12: No damage is taken in battle.
ØØ2C146Ø12: No damage is taken from venomn strikes.
ØØ716E6Ø14: No damage is taken in the damage zones.

PHANTASY STAR III

Ø182DC8XXX: With XXX giving the amount of Mesetas.
ØØAB186ØØ6: All items are free.
Ø111766ØØ4: Characters cannot be poisoned.
ØØC36A6Ø18: Sleep and game saving are free.
Ø1Ø33Ø6Ø34: Can be used to protect you against enemy attacks.

PHELIOS

ØØ35DC6ØØ4: Infinite lives.
ØØ72E8603E: Unlimited beam weapons.
ØØ737E4E71: Unlimited homing missiles.

QUACKSHOT

ØØ5ØACØØØX: X can be changed to alter the number of lives you start with.
ØØ48726ØØ4: Infinite lives.
ØØ5EDE6ØØC: Invulnerable to enemy attack.
ØØ6ØAC6ØØ2: Donald does not calm down after he loses his temper.
ØØ7D98ØØØ1: Donald loses his temper after only one chilli pepper.
ØØ5ØC631C2: Start the game with about 15 units of popcorn.
ØØ51926ØØ2: Does not decrease popcorn.

RAMBO III

ØØ22803CCØ: Will give you a large amount of lives.
ØØ495A6Ø12: Infinite lives during missions.
ØØ2E186Ø12: Infinite lives during bonus battles.
ØØ48407200: Infinite arrows.
ØØ98E6ØØXX: Each A is worth XX arrows e.g. ØØ98E6ØØ1Ø for 10 arrows per A.
ØØ48DA72ØØ: Infinite time bombs.
ØØ98D2ØØXX: Each B is worth XX bombs.

RASTAN SAGA II

FFOAC1ØØØA: Unlimited life.
FFØAC3ØØØ2: Infinite lives.

REVENGE OF SHINOBI

ØØC1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

ØØBA7C6ØØ2: Slows the game down while the enable switch is on.
ØØ1AACØØØX: Player one starts at level X.
ØØ1BC2ØØØX: Player two starts at level X.
ØØ1AD2ØØØX: Player A starts with bike number X, eg use ØØ1AD2ØØØ7 for Diablo.
ØØ1BEEØØØX: Player B starts with bike number X, eg use ØØ1BEEØØØ7 for Diablo.
FFØ5ØDØØØX: Level select for player A.
FFØ5ØFØØØX: Level select for player B.
FFØ519ØØXX: Money X 655,360 for player A. (XX ranges 0-FF)
FFØ51AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FFØ51DØØXX: Money X 655,360 for player B. (XX ranges 0-FF)
FFØ51EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FFØ543ØØØX: Bike for player A. (X ranges 0-7)
FFØ545ØØØX: Bike for player B. (X ranges 0-7)
FF1A88ØØXX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4CFØØØX: Level select for player A (1-5).
FFF4D1ØØØX: Used with above code.
FFF4D3ØØØX: Level select for player B (1-5)
FFF5Ø3ØØØX: Bike for player A (F is a special bike called Wild Thing 2000).
FFF5Ø5ØØØX: Bike for player B (Ø-F, where F is a special bike).
FFØ5BFØØØX: Number of Nitros. (Ø-8)
FFØ5CFØØØX: Number of Nitros for player B in head-to-head. (Ø-8)
FFØ6C4ØØFF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FFØA7BØØØ1: Bike can reach maximum possible speed.
FFØEFBØØØ1: Bike can reach maximum possible speed for player B.
FFØACDØØØX: Weapon carried/ hitting method.
FFØF4DØØØX: Weapon carried/ hitting method for player B in head-to-head.
FFØAD3ØØFF: Player always stays on bike. (Note: bike can't be wrecked!)
FFØF53ØØFF: Player always stays on bike for player B.

ROCKET KNIGHT ADVENTURES

FFFB0D0005 - Infinite lives.
FFC041003F - Infinite energy.

ROLLING THUNDER 2

FFF2ØDØØØ2: Infinite lives.
FFF2Ø3ØØ4Ø: Infinite bullets.
FFF2Ø5ØØ29: Infinite machine gun.
FFF1351Ø074: Infinite time.
FFCD33ØØØ1: Invulnerable.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

Ø14E9E6ØØ4: Unlimited energy.
Ø14EDC4E71: Protection against sudden death.
FF1A17ØØØC: Infinite lives.
FF1A17ØØØC: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

ØØ1AFEØØØØ: Herbs are free.
ØØ15Ø6ØØØØ: Depoison is free.
ØØ151GØØØØ: Wisdom is free.
ØØ1596ØØØØ: Healer fruit is free.
ØØ159EØØØØ: Smelling salts are free.
ØØ2D3403E7: Use with below code to start the game with 999 points.
ØØ2D4ØØ3E7: Use with above code.
ØØ12CEØØØØ: Woodstaff is free.
ØØ123GØØØØ: Word is free.
ØØ143EØØØØ: Bronze shield is free.
ØØ141GØØØØ: Bronze armour is free.

SIDE POCKET

FFCØ94ØØXX: Balls in stock. (XX ranges Ø-10).
FFCØA2ØØXX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37BØØØ7: Infinite lives.

SONIC THE HEDGEHOG

Ø138AØ6Ø32: Infinite lives.
ØØ39FØ11C1: This parameter makes Sonic invulnerable to enemies.
ØØA35E6Ø42: Gives Sonic his turbo shoes.
ØØ39DC31C1: This will start you with several hundred rings on each level.
ØØ32426Ø1Ø: Start from any level.
FFFF760012
FFF76300FF - Ultra Fast Sonic
FFFEC00012
FFF7630099 - Ultra Fast Tails
FFFE100008 - Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2

FFFE12ØØØ9: Infinite lives.
FFFE21ØØ63: Gives you 99 rings all the time allowing special exits etc.
FFFEØ9ØØØ1: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFDØØØØ1: Press start and A together for level select.
FFFFB1ØØØX: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.
FFFE21ØØXX: XX is the number of rings in possession – set to 50 or more and set the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE19ØØØ1: Jump higher/Weird hair.
FFF65FØØFF: White Sonic.
FFFE12ØØØX: X is the number of lives.
FFBØ1EØØØØ: Sonic is always running.
FFBØ2BØØØ1: Shield protection.

SPACE HARRIER II

ØØ6CD4ØØØA: Start with ten lives.
ØØ6CD4ØØ14: Start with twenty lives.
ØØ7C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FFØØ9FØØXX: Freezes timer at the value in XX eg use FFØØ9FØØØ2 to keep the game going as long as you like.
FFØØFA7FFF: Unlimited cash for player one.
FFØDEEØØØ2: Score multiplier is two in favour of player one.
FFØDEEØØØ1: Score multiplier only one in favour of player one.
FFØDEEØØØØ: Score multiplier inactive.
FFD5AAØØØ8: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FFØØF7ØØØ4: Unlimited life.
FFØØF7ØØØ3: Unlimited energy.
FFØØF8ØØØ3: Unlimited energy.

SPLATTERHOUSE III

FFØØB4ØØØ5: Unlimited lives.
FFØØB7ØØE1: Unlimited time.

STAR CONTROL

ØØ7Ø445A4Ø: More income per turn.
ØØ6D8C5A6E: Mines make more money.
179ADAØ2Ø4: Faster human energy regeneration.
Ø1C9C2ØØØ4: Urquan fighters shoot more often.
Ø1C76AØØ3Ø: Urquan fighters move faster.
179C96ØØ4Ø: Faster Vux turning.
Ø1683EØØ14: Lots of Asteroids, the game plays somewhat slower.
ØØ999CØØ3F: Asteroids are speeded up.
Ø16878Ø1A: No planets.
ØØ96ECØØØØ: Planets have no gravity.
Ø16Ø1A6Ø16: Find precursor relics at most stars.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DDØØFF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A5ØØ1Ø: Cargo pods.
FF943CØØ21: Used with below code gives infinite time.
FFC34BØØ15: Use with above code.

STEEL EMPIRE

FFCB4BØØ13: Gives you a weapon level of 20.
FFCB57ØØØ3: Unlimited bombs.
FFCB51ØØØ3: Infinite lives.
FFEØ7BØØØX: Start from any level where you should replace X with a number 1-6.

STORMLORD

FFØØ25ØØØ5: Infinite lives.
FFØØ29ØØØ4: Speedy StormLord
FFØØ37ØØØ1: Invincibility (almost). Falling and fire still kills.
FFØØA5ØØØ1: Unlimited time.
FFØ5DBØØØX: Level select (0-9).

STREET FIGHTER II

FF8ØC1ØØØØ: Special moves in the air for player 1.
FF834ØØØØØ: Special moves in the air for player 2.
FF972AØØ99: Stops the time.
FF8Ø43ØØBØ: Infinite energy for player 1.
FF82C3ØØBØ: Infinite energy for player 2.
FF81DBØØØX: Replace X with the character number Ø-B to fight as player 1.
FF845BØØØX: Replace X with the character number Ø-B to fight as player 2.
FF81DAØØØ2: Player 1 only needs to win one round to finish the stage.
FF845AØØØ2: Player 2 only needs to win one round to finish the stage.
FF96ABØØØX: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE

ØØ2B664E71: Infinite lives for both players.
Ø1ØCEØ1C8Ø: Will give you infinite time on each section.
ØØ4Ø2E4E71: Gives a constant supply of special weapons.
FFFF2ØØØØ3: Infinite lives for player one.
FFFF23ØØØ3: Infinite lives for player two.
FFFF21ØØØ2: Infinite special attacks for player one.
FFFF24ØØØ2: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF69ØØØØ: Almost never get hit-player one.

FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON

00B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.
FFE11C0004: Magic invincibility.

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 390km/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF9109000: See above.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.
FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
00 7A264A38: Player cannot lose a life.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILLION

00B5BA4E71: Invincibility against most enemy and protection against poison.
0223 0C0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.
01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
0224 2C0000: Crystal armour is free.
0224 8A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.
FFD0370002: Unlimited chilli peppers.
FFD4CB0002: Protection against enemy while the switch is on.
FFD45B0003: Infinite lives.
FFD02100XX: Level/section. (XX range 0-13, 19 gives ending).
FFD4BC000C: Unlimited health.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TERMINATOR 2

FF80CA0004: Unlimited lives.
FF80190025: Unlimited missiles for player one.

THUNDER FORCE IV

FFF2DD00FF: All weapons.
FF8003 0001: Gives you the claw.
FF8004 0001: Gives you the shield.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TRUXTON

000A861040: This will give over 4,000 ships to help you on your way.
000AB41040: This will give each ship 4,000 bombs.
FF003B001A: Infinite power boosters.
FF004F000B: Infinite lives.
FF0051000B: Infinite destroyer bombers.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C6004: Infinite special weapon.
002B586004: Infinite lives.
003F087E03: To be used with below code.
003F0A6002: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.
FF93150063: Infinite energy for the fourth person.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2

FF0835 0027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

ZOMBIES

FFFA8F00FF: Unlimited keys for player one.

ZOOL

FFEA7B0005
FFEA670005 - Infinite lives
FFED530003
FFED540003 - Infinite energy

MASTER SYSTEM

ALIEN³

00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.
00C09A03: Invincibility.

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (0-2) to change the round.
00C2200X: Replace X with a number (0-4) to change the stage.
00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY

00CE6703: Infinite lives.
00C1ED06: Infinite energy.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.
00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
00C80E01: Infinite potion.

SEGA XS CODES

GHOST HOUSE

ØØC1BAØ2: Infinite lives.
ØØC1F5CØ: Infinite energy.

GHOULS & GHOSTS

ØØC033Ø2: Infinite lives.
ØØC04CØ2: Invincibility.
ØØC04B4Ø: Magic stays full.

GLOBAL GLADIATORS

ØØDØE9Ø5: Infinite lives.
ØØDØBA3F: Infinite energy.

GOLDEN AXE

ØØCØØ5Ø3: Infinite lives.
ØØC1871F: Infinite energy.
ØØCØØ6ØX: This parameter gives unlimited Magic, eg enter ØØCØØ6Ø1 for unlimited Magic 1, ØØCØØ6Ø2 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

ØØC9870Ø6: Infinite lives.
ØØC9730Ø5: Infinite whips.
ØØCBB9Ø7: Infinite time.

LEMMINGS

ØØDB5C64: 100% completion every time.

MASTER OF DARKNESS

ØØCA3A2Ø: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØBDØ3: Infinite energy.
ØØCØC8Ø3: Infinite lives.
ØØDCØØØ5: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

ØØCØ99Ø2: Infinite energy.
ØØCØ9FØ3: Infinite tries.
ØØCØA295: Infinite time.
ØØCØADØ7: Infinite air.

MIRACLE WARRIORS

ØØC5ØA1Ø: Infinite energy.

NEW ZEALAND STORY

ØØDDECØ3: Infinite lives.
ØØDE15Ø4: Invisible.

OPERATION WOLF

ØØC11624Ø: Infinite Ammo.

OUTRUN

ØØDEØ172: Unlimited time. (Only activate Action Replay when race has started and then turn off when finished).

PRINCE OF PERSIA

ØØC2924Ø8: Infinite life.

PSYCHO FOX

ØØCØ16Ø3: Infinite lives.

RAMPAGE

ØØCØA1Ø3: Infinite lives for player two.
ØØCØA ØØ3: Infinite lives for player one.
ØØCØ966Ø: Infinite energy for player one.
ØØCØ976Ø: Infinite energy for player two.

R-TYPE

ØØCEØ1Ø3: Infinite lives.

SAGIA

ØØC8262Ø2: Unlimited lives.

SEGA ARCADE SMASH HITS

ØØCØ21Ø4: Infinite lives for Breakout.
ØØCØ21Ø4: Infinite lives for Centipede.

SHADOW DANCER

ØØCØ59Ø3: Infinite lives.
ØØCØ5AØ3: Unlimited special attacks.

SHINOBI

ØØCØ7AØ2: Infinite lives.
ØØCØ6CØ6: Infinite energy.

SONIC THE HEDGEHOG

ØØD2AAXX: Keeps XX rings. Try ØØD2AA99.
ØØD246Ø3: Unlimited lives while Action Replay is enabled.
ØØD411Ø5: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

ØØD298Ø3: Infinite lives.
ØØD299Ø5: Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

SPACE HARRIER

ØØC1232Ø2: Infinite lives.

SPEEDBALL 2

ØØDAØB14: Unlimited money.

SPELLCASTER

ØØCØ252Ø: Infinite strength.

STRIDER

ØØD485Ø3: Infinite lives.
ØØD265Ø7: Infinite timer.

SUPER MONACO GP

ØØC3621Ø1: Allows you to win every time.

SUPER SMASH TV

ØØC5121Ø7: Infinite lives.

SUPER SPACE INVADERS

ØØC2EEØ3: Infinite lives.
ØØC2FØØ3: Infinite energy.

TAZ-MANIA

ØØC1ØØØ5: Unlimited lives.

THE TERMINATOR

ØØCC163C: Infinite energy.

TOM & JERRY

ØØC4391Ø8: Infinite energy.

VIGILANTE

ØØCØ14Ø3: Infinite lives.
ØØC2544F: Infinite energy.
ØØC29154: Infinite time.

WORLD CLASS LEADERBOARD

ØØD362ØØ: Score a hole in one every time.

XENON 2

ØØDØE2Ø3: Infinite lives.

GAME GEAR

AXBATTLER

ØØCØ55Ø6: Infinite energy.

BART VS THE SPACE MUTANTS

ØØCØ1ØØ3: Infinite lives.
ØØCØ1EØØ: Painted items are at 0.
ØØCØ12Ø1: Infinite paint.
ØØC39EØ9: Infinite timer (switch Action replay off at the end of a level).
ØØCØ11Ø1: Infinite coins.
ØØCØ13Ø1: Infinite cherry bombs.
ØØCØ14Ø1: Infinite rockets.
ØØCØ15Ø1: Infinite wrench.
ØØCØ16Ø1: Infinite keys.
ØØCØ17Ø1: Infinite magnet.
ØØCØ18Ø1: Infinite whistle.
ØØC43BØØ: Moonwalking Bart .

BATMAN RETURNS

ØØCØ21Ø3: Infinite lives.
ØØC1590A: Infinite energy.
ØØCØ1FØ2: Infinite specials.

DONALD DUCK

ØØCØ83Ø3: Infinite lives.
ØØC13EØ1: Infinite energy.
ØØCØ5BØX: Replace the letter X with the numbers 1-6 for level select.

GALAGA '91

ØØC83EØ2: Infinite lives.

GEORGE FOREMAN'S BOXING

ØØC1288Ø: Infinite energy (player one).
ØØC115Ø3: Infinite power punch (player one).
ØØC1ØØØX: Level select (1-4). Switch Action Replay off at the end of level.
ØØC12ØØX: Round select (1-9). Switch Action Replay off at the end of round.
ØØC133Ø9: Infinite timer.
ØØC11Ø4: Full power punch power meter (player one).
ØØC1124: Full recovery power meter (player one).
ØØC1134: Full footwork power meter (player one).

KLAX

ØØCØDBØ3: Unlimited credits.
ØØCØ94Ø1: Infinite lives.
ØØC1FØXX: Level select (ØØ-64). Switch Action Replay off at the end of the level.

LEMMINGS

ØØDB72ØA: Infinite climber.
ØØDB73ØA: Infinite floater.
ØØDB74ØA: Infinite bomber.
ØØDB75ØA: Infinite blocker.
ØØDB76ØA: Infinite builder.
ØØDB77ØA: Infinite basher.
ØØDB78ØA: Infinite miner.
ØØDB79ØA: Infinite digger.
ØØDAD3Ø9: Infinite time.
ØØDB5C64: Always have 1ØØ% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØC8Ø3: Infinite lives.
ØØCØBDØ3: Infinite energy.
ØØDCØØØ5: Infinite timer.

MORTAL KOMBAT

ØØC48848: Infinite energy.
ØØC4ØBØ7: Infinite continues.

NINJA GAIDEN

ØØC4481Ø3: Infinite lives.

OUTRUN

ØØC16Ø9Ø: Infinite time.
ØØC36127: Full revs all the time (takes your car up to 315 KMH).

PENGO

ØØC1381Ø4: Infinite lives.
ØØC211ØØ: Eliminates sno-bees. If used with below code, this will keep the sno-bees eggs flashing so you know where to find them.
ØØC12FØØ: Keeps the timer at 00. If used with above code, this will keepthe sno-bees eggs flashing so you know where to find them.

PRINCE OF PERSIA

ØØC2921Ø3: Infinite energy.
ØØC2983B: Infinite timer.

SHINOBI

ØØD2ØB Ø4: Infinite energy.
ØØD21EØ1: Infinite special weapons.

SONIC THE HEDGEHOG 2

ØØD2981Ø3: Infinite lives.
ØØD2991Ø5: Invincibility (always keeps 6 rings). Turn Action Replay off at the end of the act but back on again at the beginning of

SPIDERMAN VS THE KING PIN

ØØDF752Ø: Infinite web fluid.
ØØDF72Ø5: Infinite time.
ØØDF76FF: Infinite energy.

STREETS OF RAGE

ØØCCF317: Infinite energy.
ØØCDØ9Ø3: Infinite lives.
ØØCEEEØ1: Infinite timer.
ØØC667ØX: Level select. Replace X with 0-4.

SUPER SMASH TV

ØØC5121Ø5: Infinite lives.

SUPER SPACE INVADERS

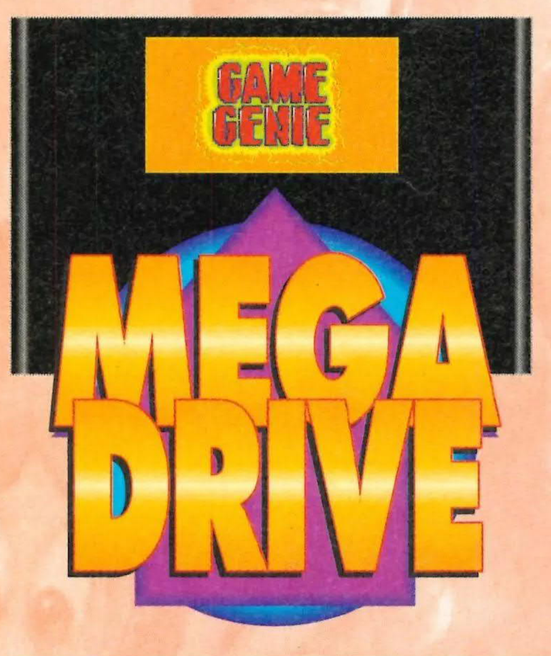
ØØC7EEØ3: Invulnerablilty.
ØØC846Ø1: Shoot one invader and clear the round.
ØØC7ECØ3: Infinite lives.

TERMINATOR

ØØCC1664: Infinite energy.

WONDERBOY

ØØC12DØ2: Infinite lives.
ØØCC36ØC: Infinite vitality.



ALIEN³

AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS

AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN

E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.

BATMAN RETURNS

BLYTAA4R: Invincibility – unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.

BATTLE SQUADRON

N66TR6F4: Enemy bullets travel at light speed.

CHUCK ROCK

BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.

DECAPATTACK

ILZTEASW: Gravity Pull.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

EUROPEAN CLUB SOCCER

ANKALAB2: Player one starts with 3 goals.
ATKALAB2: Player one starts with 4 goals.
AYKALAB2: Player one starts with 5 goals.

EVANDER HOLYFIELD

AJWAAA64: Always one round.
BJWAACFN + BJNAACHW: Rounds are 6 minutes long.
CTRAAA2L: Rounds never end.

F22 INTERCEPTOR

RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS

AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.

GREENDOG

ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
ABYACAAN: Spikes don't hurt.

JAMES BOND 007 - THE DUEL

BF6AAAFR: Start with 9 lives
ATGAAA56: Infinite lives
BF6AAAF2: Start with 9 clips
AYCAAAGL: Start with 5 continues
ATGAAA70: Infinite continues

JOHN MADDEN '93

RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

NHPLA '93

RH7TR60E: MASTER CODE – MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

PAC-MANIA

KBCAAB22: Ghosts don't turn blue.
KBFAAT62: Ghosts become invisible.
KBFAATK2: Ghosts cannot leave home.

REVENGE OF SHINOBI

ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
3ABTAAC0: Start with 200 shurikins.

ROAD RASH 2

RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

ROLO TO THE RESCUE

R19TR60L: MASTER CODE – MUST BE ENTERED.
NPVTAACT: Start with 100 lives.
AK6AAA3Y: Infinite lives.
ACLAAAGJ: Invincibility.
AB6TBAHN: Bogus jump.
AB6TAA1N: Super jump.
AB6TAA9N: Mega jump.
RGYAA616: Always have key.
DJ8AADYE: Invincible infinite lives and see whole map! The game will reset the first time you turn on the Game Genie. When you see the title screen, turn the Genie off and leave it off.

SPEEDBALL 2

DBVAA6VT: Infinite money

SPLATTERHOUSE 2

AX2TAA8Y: Infinite lives
AX2TAA68: Invincibility
HH2TBLY8: Hits hurt twice as much
BE0AAAGA: Start with 9 lives

SONIC THE HEDGEHOG

SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

STREETS OF RAGE II

LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2

RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL

PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: MASTER CODE - MUST BE ENTERED
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME

LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV

AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL

ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD CUP ITALIA '90

AJYABE32: Timer x 2 speed
ANYABE32: Timer x 3 speed
ATYABE32: Timer x 4 speed
5YYABE32: Timer x 43 speed
AAYABE32: Timer doesn't go down
A2ZABE3G: Each player 1 goal worth 6
AYZABE6E: Each player 2 goal worth 5

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards.

SUPER

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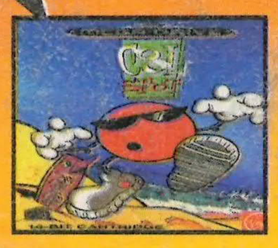
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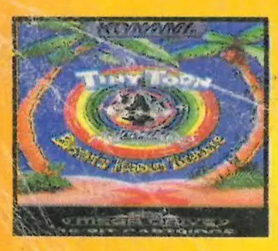
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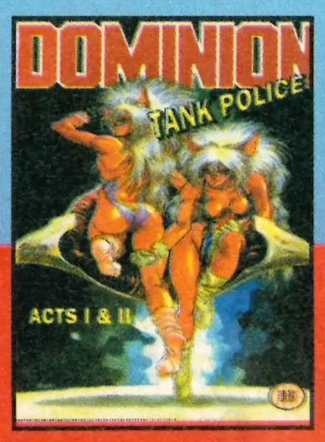
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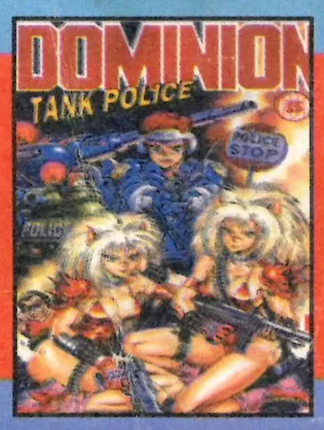
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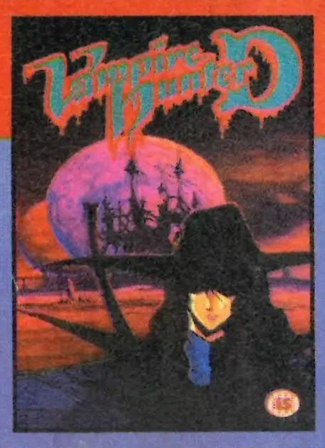
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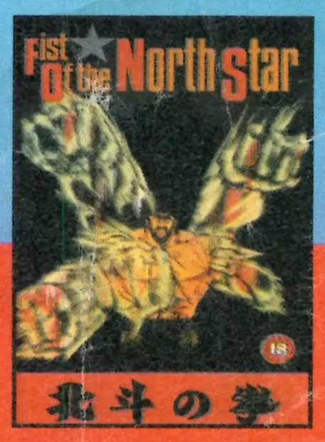


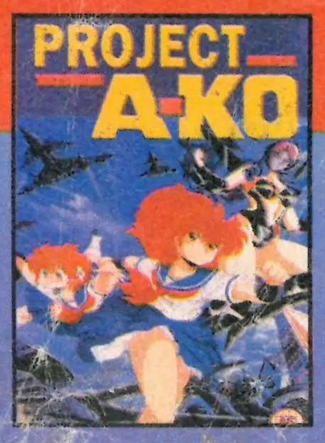
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